Program Requirements

Students will complete nine credit hours of core courses, including a final capstone project and nine credit hours of elective courses. The certificate requires 12 credit hours of upper-division coursework. Students need to allow at least three years to complete the certificate program due to the prerequisite structure.

Core Courses -- 9 credit hours

CPI 111: Game Development I (CS) (3)
CPI 211: Game Development II (3)
CPI 441: Gaming Capstone (3)

Elective Courses -- 9 credit hours

CPI 311: Game Engine Development or SER 332: Introduction to Graphics and Game Development (3)
CPI 321: Fundamentals of Game Art (3)
CPI 411: Graphics for Games or SER 432: Game Engine Architecture (3)
CPI 421: 3-D Modeling and Texturing (3)
CPI 462: Design for Learning in Virtual Worlds (3)
CPI 484: Internship (3)
SER 431: Advanced Graphics (3)

Depending on a student's undergraduate program of study, prerequisite courses may be needed in order to complete the requirements of this certificate.