

Semester 1

Course ID	Course Title	Credits	Pre/Corequisites	AS Game Development
DIG 1430	Storyboarding	3		✓
DIG 1729C	Game Engines	4		✓
Semester Credits		7		

Semester 2

Course ID	Course Title	Credits	Pre/Corequisites	AS Game Development
DIG 1772C	Introduction to Virtual & Augmented Reality Technologies	4	Prerequisite: DIG 1729C	✓
Semester Credits		4		

Semester 3

Course ID	Course Title	Credits	Pre/Co-requisites	AS Game Development
DIG 2776C	Virtual Reality Platform Development	4	Pre/Corequisites: DIG 1729C; DIG 1772C	
DIG 2777C	Augmented Reality Platform Development	4	Pre/Corequisites: DIG 1729C; DIG 1772C	
Semester Credits		8		
Program Total		19		

Academic Pathway at MDC: The College Credit Certificate in Virtual and Augmented Reality Technologies may serve as a pathway to [the Associate in Science \(AS\) in Game Development and Design](#) (Plan Code: 25075). The AS in Game Development and Design leads to the [BS in Information Systems Technology](#), Software Engineering Concentration. To learn more about program courses, see the [College Catalog](#). You may also accelerate your studies via credit for prior learning or credit for attained industry certifications. [Learn more.](#)