

PROGRAMS

INFORMATION TECHNOLOGY - GAMING & SIMULATION

The Information Technology (IT) curriculum prepares graduates for employment in the technology sector as designers, testers, support technicians, system administrators, developers, or programmers who use computer software and/or hardware to design, process, implement and manage information systems in specialties such as database services, security, business intelligence, healthcare informatics and others depending on the technical path selected within this curriculum.

Course work includes development of a student's ability to create, store, communicate, exchange and use information to solve technical issues related to information support and services, interactive media, network systems, programming and software development, information security and other emerging technologies based on the selected area of study.

Graduates should qualify for employment in entry-level positions with businesses, educational systems, and governmental agencies which rely on computer systems to design and manage information. The program will incorporate the competencies of industry-recognized certification exams.

Certificate Program

		Course Hours Per Week		Semester Hours
First Semester (Summer)		Class	Lab	Credit
SGD-112	SGD Design I	2	3	3
SGD-114	SGD 3D Modeling I	2	3	3
SGD-174	SGD Level Design I	2	3	3
Credit Hours		6	9	9
Second Semester (Fall)				
SGD-212	SGD Design II	2	3	3
SGD-214	SGD 3D Modeling II	2	3	3
Credit Hours		4	6	6
Total Required Minimum Semester Hours Credit				15

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