

COMPUTER PROGRAMMING AND GAME DESIGN FUNDAMENTALS, CERTIFICATE OF TRAINING

The model sequence of coursework below is one pathway for students to complete the program. The information below is not an official educational plan. An MPC Counselor can assist you with creating a personalized education plan based on your academic, career, and personal goals. Visit MPC's Counseling website for more information about Counseling and up-to-date program requirements.

Year 1

Fall		Units
CSIS 1	Computer Information Systems	3
CSIS 9	Programming Fundamentals: Python	3
Units		6

Spring

CSIS 10A	Programming Methods I: Java	4
Units		4

Year 2

Fall		
CSIS 10C	Programming Methods I.5: C and C++	4
CSIS 114	Game Programming: Behind the Scenes	1
Units		5
Total Units		15