

COMPUTER PROGRAMMING AND GAME DESIGN FUNDAMENTALS, CERTIFICATE OF TRAINING

The Certificate of Training in Computer Programming and Game Design Fundamentals provides students with an understanding of techniques and tools used in software development, video game design, and other computer science pathways.

Learning Outcomes

Upon successful completion of the program, students will be able to:

- Write simple computer programs using structured and object-oriented programming techniques in Python, Java, and C++.
- Design a computer video game that incorporates 2D computer graphics, animation, sound, and music.

Certificate of Training Requirements

Code	Title	Units
Required Core		
CSIS 1	Computer Information Systems	3
CSIS 9	Programming Fundamentals: Python	3
CSIS 10A	Programming Methods I: Java	4
CSIS 10C	Programming Methods I.5: C and C++	4
CSIS 114	Game Programming: Behind the Scenes	1
Total Units		15

Please refer to the graduation requirements section of the Catalog for information about degree and certificate requirements including Reading and Writing, Mathematics, Information Competency, and General Education requirements.