CERTIFICATE - GAME DEVELOPMENT

XR 150	Intro to Game Design and Development	3
XR 292	Game Engines I	3
XR 392	Game Engines II	3
Choose one of the following:		3
IT 261	Introduction to Computer Programming I	
IT 262	Introduction to Computer Programming II	
IT 265	Apple Application Development	
XR 366	Advanced XR Programming	
Total Hours		**12**

* Candidates for the Video Game Development certificate are required to complete a minimum of 12 semester credit hours and maintain a cumulative 2.0 within the certificate coursework. A maximum of 6 credits from courses specifically identified by unique course numbers within the candidates major may be applied to the certificate.