

Game Programming Certificate



Semester 1

Course Number	Course Name	Credits	Milestone	Completed
CSCI 1040	Fundamentals of Structured Query Language (SQL)	3	Yes	<input type="checkbox"/>
CSCI 1130 or CSCI 1150 or CSCI 1120	Introduction to Programming in Java (CS0) or Programming in C# for .NET or Programming in C/C++	4		<input type="checkbox"/>

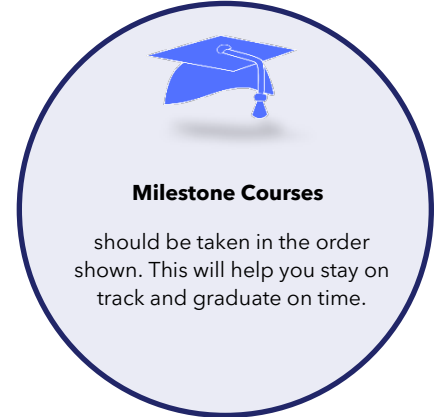
Total Credits: 7

Semester 2

Course Number	Course Name	Credits	Milestone	Completed
CSCI 1020	Beginning Web Page Programming	1	Yes	<input type="checkbox"/>
CSCI 1030	Programming for Internet*	3	Yes	<input type="checkbox"/>
CSCI 1035	Introduction to Computer Programming with Games	4		<input type="checkbox"/>
Program Electives	Choose course from program electives in helpful hints	1		<input type="checkbox"/>

Total Credits: 9

Program Credit Total: 16



Milestone Courses

should be taken in the order shown. This will help you stay on track and graduate on time.

Helpful Hints

Program Electives (10 credits total):
CSCI 1025, 1090, 1990, 2011, 2060

- After completing the Game Programming Certificate, students can pursue work in a related field or continue their education with the [Computer Science Transfer Pathway AS degree](#) program at NHCC.



Disclaimer: This roadmap represents one possible pathway through the program, so please make an appointment with your Academic Advisor to create an education plan that is customized to meet your needs. This information is subject to change.

Leaf/Dagger (†) means the class is only offered Fall semester. Flower/Asterisk () means the class is only offered Spring Semester.
Double Dagger (‡) means the course has a corequisite that must be taken at the same time.

Effective 5/6/24 EF