



**Virtual and Augmented Reality Technologies**

College Credit Certificate | Code: 66060 | 19 credits

**CIP (0550041118)**

**Effective Term:** Fall 2023 (2237)

The program will teach students the fundamentals of Virtual and Augmented Reality. Students will learn basic concepts, history and tools commonly used for stereoscopic image acquisition and immersive technologies. Students will also learn the origins of Virtual Reality (VR) and its current role in the industry, its applications and opportunities and how to generate and manipulate VR imagery.

<b>Course</b>	<b>Course Title</b>	<b>Credits</b>	<b>Pre/Corequisites</b>
<b><u>MAJOR COURSE REQUIREMENTS (19.00 credits)</u></b>			
DIG 1430	Storyboarding	3	
DIG 1729C	Game Engines	4	
DIG 1772C	Introduction to Virtual and Augmented Reality Technologies	4	Pre/Corequisite: DIG 1729C
DIG 2776C	Virtual Reality Platform Development	4	Pre/Corequisites: DIG 1729C and DIG 1772C
DIG 2777C	Augmented Reality Platform Development	4	Pre/Corequisites: DIG 1729C and DIG 1772C



**COURSE SEQUENCE GUIDE FOR FULL (Effective Fall 2023)**  
**Virtual and Augmented Reality Technologies**  
**College Credit Certificate | Code: 66060 | 19 credits**  
**Effective Term: Fall 2023 (2233)**

**Semester 1**

Course ID	Course Title	Credits	Pre/Corequisites
DIG 1430	Storyboarding	3	
DIG 1729C	Game Engines	4	
<b>Semester Credits</b>		<b>7</b>	

**Semester 2**

Course ID	Course Title	Credits	Pre/Corequisites
DIG 1772C	Introduction to Virtual & Augmented Reality Technologies	4	Prerequisite: DIG 1729C
<b>Semester Credits</b>		<b>4</b>	

**Semester 3**

Course ID	Course Title	Credits	Pre/Co-requisites
DIG 2776C	Virtual Reality Platform Development	4	Pre/Corequisites: DIG 1729C; DIG 1772C
DIG 2777C	Augmented Reality Platform Development	4	Pre/Corequisites: DIG 1729C; DIG 1772C
<b>Semester Credits</b>		<b>8</b>	
<b>Program Total</b>		<b>19</b>	

**Academic Pathway at MDC:** The College Credit Certificate in Virtual and Augmented Reality Technologies may serve as a pathway to [the Associate in Science \(AS\) in Game Development and Design](#) (Plan Code: 25075). The AS in Game Development and Design leads to the [Bachelor of Science \(BS\) in Information Systems Technology - Software Engineering Concentration](#). To learn more about program courses, see the [College Catalog](#). You may also accelerate your studies via credit for prior learning or credit for attained industry certifications. [Learn more.](#)