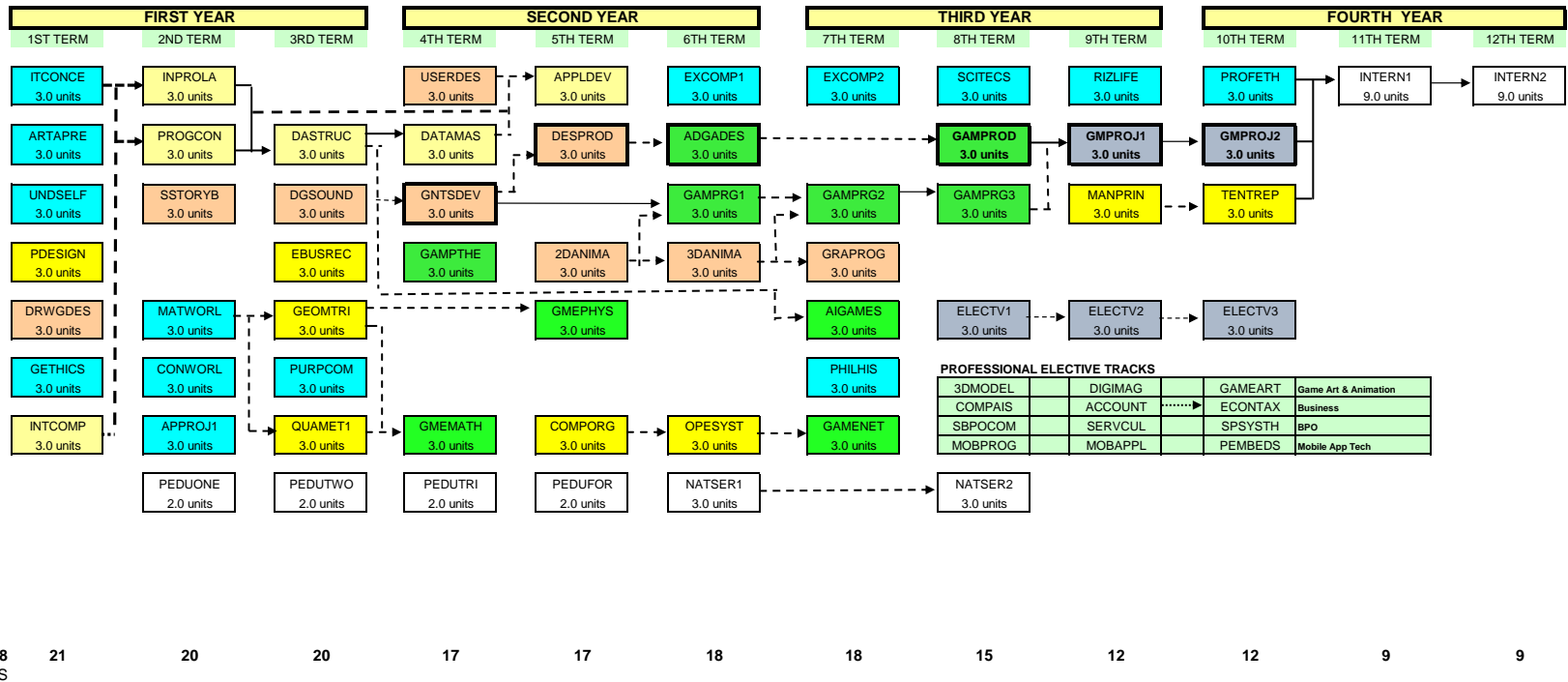




# BACHELOR OF SCIENCE IN ENTERTAINMENT AND MULTIMEDIA COMPUTING BS EMC With Specialization in GAME DEVELOPMENT

2019-2020



188  
UNITS

Note:  courses in heavily outlined boxes are under Project-Based Learning (PBL) - GAME DESIGN Track and GAME DEVELOPMENT Track



# BACHELOR OF SCIENCE IN ENTERTAINMENT AND MULTIMEDIA COMPUTING BS EMC

## With Specialization in GAME DEVELOPMENT

2019-2020

GENERAL EDUCATION		
ARTAPRE	ART APPRECIATION	3 units
GETHICS	ETHICS	3 units
PURPCOM	PURPOSIVE COMMUNICATION	3 units
CONWORL	THE CONTEMPORARY WORLD	3 units
MATWORL	MATHEMATICS IN THE MODERN WORLD	3 units
PHILHIS	READINGS IN PHILIPPINE HISTORY	3 units
SCITECS	SCIENCE, TECHNOLOGY & SOCIETY	3 units
UNDESELF	UNDERSTANDING THE SELF	3 units
RIZLIFE	THE LIFE AND WORKS OF RIZAL	3 units
<b>27 units</b>		

GE ELECTIVES		
ITCONCE	IT CONCEPTS (Introduction to ICT with IT Infrastructure)	3 units
EXCOMP2	EXTENSIVE COMPETENCY COMMUNICATION PROGRAM	3 units
APPROJ1	APPLIED PROJECT 1	3 units
PROFETH	Professional Ethics	3 units
<b>12 units</b>		

LITERATURE		
EXCOMP1	LITERATURE	3 units
<b>3 units</b>		

PHYSICAL EDUCATION		
PEDUONE	PHYSICAL EDUCATION 1	2 units
PEDUTWO	PHYSICAL EDUCATION2	2 units
PEDUTRI	PHYSICAL EDUCATION 3	2 units
PEDUFOR	PHYSICAL EDUCATION 4	2 units
<b>8 units</b>		

NATIONAL SERVICE		
NATSER1	NATIONAL SERVICE1	3 units
NATSER2	NATIONAL SERVICE2	3 units
<b>6 units</b>		

INTERNSHIP		
INTERN1	INTERNSHIP 1	9 units
INTERN2	INTERNSHIP 2	9 units
<b>18 units</b>		

COMMON COMPUTING COURSES		
INTCOMP	INTRO TO COMPUTING AND TRENDS	3 units
PROGCON	PROGRAMMING CONCEPTS & LOGIC	3 units
INPROLA	INTRODUCTION TO PROGRAMMING & THEORIES	3 units
DASTRUC	DATA STRUCTURES AND ALGORITHMS	3 units
DATAMAS	DATABASE AND INFORMATION MANAGEMENT 1 AND 2	3 units
APPLDEV	APPLICATION DEVELOPMENT & EMERGING TECH	3 units
<b>18 units</b>		

EMC CORE COURSES		
DRWGDES	FREEHAND AND DIGITAL DRAWING	3 units
GNTSDEV	INTRODUCTION TO GAME DESIGN AND DEVELOPMENT	3 units
GRAPROG	COMPUTER GRAPHICS PROGRAMMING	3 units
USERDES	UI/UX DESIGN AND PROGRAMMING	3 units
2DANIMA	PRINCIPLES OF 2D ANIMATION	3 units
3DANIMA	PRINCIPLES OF 3D ANIMATION	3 units
DGSOUND	DIGITAL SOUND	3 units
SSTORYB	SCRIPT WRITING AND STORYBOARD DESIGN	3 units
DESPROD	GAME DESIGN AND PRODUCTION PROCESS	3 units
<b>27 units</b>		

EMC PROFESSIONAL COURSES		
GAMPRG1	2D GAME PROGRAMMING	3 units
GAMPRG2	3D GAME PROGRAMMING	3 units
GAMPRG3	ADVANCE GAME PROGRAMMING	3 units
GMEMATH	APPLIED MATHEMATICS FOR GAMES	3 units
GMEPHYS	APPLIED GAME PHYSICS	3 units
AIGAMES	ARTIFICIAL INTELLIGENCE IN GAMES	3 units
ADGADES	ADVANCED GAME DESIGN	3 units
GAMENET	NETWORK CAPABLE GAMES	3 units
GAMPROD	GAME PRODUCTION	3 units
GAMPTHE	GAMEPLAY THEORY	3 units
<b>30 units</b>		

CAPSTONE PROJECT		
GMPROJ1	GAMECAPSTONE PROJECT 1	3 units
GMPROJ2	GAME CAPSTONE PROJECT 2	3 units
<b>6 units</b>		

AUGMENTED COURSES		
PDESIGN	PRINCIPLES OF DESIGN	3 units
COMPORG	COMPUTER ORGANIZATION	3 units
OPESYST	OPERATING SYSTEMS 1 & 2	3 units
QUAMET1	PROBABILITY AND STATISTICS	3 units
MANPRIN	MANAGEMENT PRINCIPLES	3 units
TENTREP	TECHNOPRENEURSHIP WITH IT TRENDS	3 units
EBUSREC	BUSINESS & RESEARCH WRITING	3 units
GEOMTRI	SOLID ANALYTIC GEOMETRY WITH TRIGONOMETRY	3 units
<b>24 units</b>		

PROFESSIONAL ELECTIVES		
ELECTV1	ELECTIVE 1	3 units
ELECTV2	ELECTIVE2	3 units
ELECTV3	ELECTIVE 3	3 units
<b>9 units</b>		

PROFESSIONAL ELECTIVE TRACK 1 : GAME ART & ANIMATION		
3DMODEL	3D MODELING, UV MAPPING & TEXTURING	3 units
DIGIMAG	DIGITAL IMAGING	3 units
GAMEART	GAME ART PRODUCTION	3 units

PROFESSIONAL ELECTIVE TRACK 2: MOBILE APP TECHNOLOGIES		
MOBPROG	MOBILE PROGRAMMING	3 units
MOBAPPL	MOBILE APPLICATION	3 units
PEMBEDS	PROGRAMMING EMBEDDED SYSTEMS	3 units

PROFESSIONAL ELECTIVE TRACK 3: BUSINESS		
COMPAIS	COMPUTERIZED ANALYTICS INFORMATION SYSTEM	3 units
ACCOUNT	ACCOUNTING FOR IT	3 units
ECON TAX	ECONOMICS, TAXATION AND LAND REFORM	3 units

PROFESSIONAL ELECTIVE TRACK 3: BPO		
SBPOCOM	FUNDAMENTALS OF BUSINESS PROCESS OUTSOURCING	3 units
SERV CUL	SERVICE CULTURE	3 units
SPSYSTH	PRINCIPLES OF SYSTEMS THINKING	3 units