



**Virtual and Augmented Reality Technologies**  
College Credit Certificate | Code: 66060 | 19 credits  
Effective Term: Fall 2023 (2237)

**Semester 1**

Course ID	Course Title	Credits	Pre/Corequisites	AS Game Development
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	AS Game Development
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	AS Game Development
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 [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.](#)