Study Plan for Bachelor'sDegree in
Computer Graphics and Animation
for year 2021-2022

The Bachelor's Degree in Computer Graphics and Animation awarded at Princess Sumaya University for Technology after the successful completion of 132 Credit Hours distributed as follows:-

University Requirements (27 CHs)

1. Compulsory Requirements (18 CHs)

Course Number	Course Title	Credit Hours	Prerequisite	Concurrent
11100	Computer Skills (Remedial)	0		
31021	Arabic Language Communication Skills (Remedial)	0		
31022	English Language Communication Skills (Remedial)	0		
31112	Arabic Language Communication Skills	3	31021	
31122	English Language Communication Skills	3	31022	
31151	National Education	3		
31160	Leadership and Societal Responsibility	0		
31251	Military Science	3		
31254	Entrepreneurship and Innovation	3	Finish 60 Credit Hours	
31374	Life Skills	3	Finish 60 Credit Hours	

2. Elective Requirements (9 CHs)

Course Number	Course Title	Credit Hours	Prerequisite	Concurrent
20251	History of Science	3		
31100	Sports and Health	3		
31130	Foreign languages	3		
31152	Arabic Islamic Civilization	3		
31211	Arabic Literature	3	31112	
31252	Governance and Development	3		
31260	Human Rights	3		
31261	Introduction to Politics and Economic Science	3		
31264	Introduction To Psychology	3		
31272	Development and Environment	3		
31311	Scientific Research Methods	3		
31351	Contemporary Issues in the Arab World	3		
31352	Jerusalem : History and Facts	3		
31362	Philosophy and Critical Thinking	3		

School Requirements (25 CHs)

1. Compulsory Requirements (25 CHs)

King Hussein School of Computing Sciences كليـــة الملك الحسين لعلـــوم الحوسبـــة

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Course Number	Course Title	Credit Hours	Prerequisite	Concurrent
11102	Introduction to Computer Science	3		
11103	Structured Programming	3	11102	
11151	Structured ProgrammingLab	1		11103
20132	Calculus (1)	3		
20133	Calculus (2)	3	20132	
20134	Discrete Mathematics (1)	3		
20200	Technical Writing and Communication Skills	3	31112,31122	
20233	Statistical Methods	3		
20234	Linear Algebra	3	20133	

Program Requirements (80 CHs)

1. Compulsory Requirements (65 CHs)

Course Number	Course Title	Credit Hours	Prerequisite	Concurrent
11206	Object Oriented Programming	3	11103	
11253	Object Oriented Programming Lab	1		11206
11449	Computer and Society	1	Finish 90 Credit Hours	
12162	Fundamentais of Drawing and 2D Animation	3		
12213	Datd Structures in Visual Programming	3	11206,20134	
12243	Webpage Design and Internet programming	3	11206	
12259	Computer Application in Computer Graphics	3	11102	
12264	3D-Modeling	3	12259	
12273	Computer Graphics	3	11103	
12324	Human Computer Interaction	3	11206	
12348	Multimedia Systems	3	11206	
12351	Game Design	3	12273	
12353	3D Materials and Lighting	3	12264	
12354	Algorithms and AI for games	3	12213	
12364	3D Animation	3	12264	
12367	3D Rigging and Skinning.	3	12264	
12373	Interactive 3D Graphics	3	12213,12273	
12442	Game Programming	3	12351,12354	
12446	Digital Image Processing	3	12348	
12467	Video Editing and Production	3	12348	
12481	Virtual and Augmented Reality	3	12373	
12491	Practical Training	3	Finish 90 Credit Hours	
12494	Graduation Project(1)	1	Finish 90 Credit Hours	
12495	Graduation Project (2)	2	12494	

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2. Elective Requirements (15 CHs)

Course Number	Course Title	Credit Hours	Prerequisite	Concurrent
11323	Database Systems	3	12213	
11335	Operating Systems	3	12213	
11343	Special Topic in Computer Science (1)	3		
11347	Electronic Business	3	12243	
12447	User Experience	3	12324	
12448	Computer Vision	3	12446	
12455	Selected Topics in Games	3	12442	
12461	Visual and Sound Effects	3	12348	
12471	Selected Topics in Computer Animation	3		
12473	Selected Topics in Computer Graphics	3		
12479	Advanced Animation	3	12364	
22241	Digital Logic Design	3		
22342	Computer Organization and Assembly Language	3	22241	