



## Study Plan for Bachelor's Degree in Computer Graphics and Animation

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)

Course Number	Course Title	Credit Hours	Prerequisite	Concurrent
11102	Introduction to Computer Science	3		
11103	Structured Programming	3	11102	
11151	Structured Programming Lab	1		11103
20132	Calculus (1)	3		



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Course Number	Course Title	Credit Hours	Prerequisite	Concurrent
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	Fundamentals of Drawing and 2D Animation	3		
12213	Data 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	

#### 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	



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Course Number	Course Title	Credit Hours	Prerequisite	Concurrent
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	