

COMPUTER SOFTWARE SCIENCE (CSSX)

CSSX 200 Unity I: Working at Unity 3 credits

If you've ever enjoyed the experience of playing a video game, you've had a first-hand lesson in how important content and systems design are. The experience of a game is driven by four major components: content, systems, narrative, and user experience. This class will help you learn to design all four components, and build a deeper understanding of the game development process and an introduction to concepts in scripting. This online class has optional live sessions. This course is offered through Rize. (Prerequisite: CSS 117 with a minimum grade of a C-)

CSSX 300 Modern Technologies 3 credits

Ready to take your coding skills to the next level? It's time to explore the cutting-edge technologies that elevate you from a simple programmer to a software engineer. Discover tools like Docker, Jira, cloud computing, and GitHub that are essential for building scalable and secure products people can actually use. When you understand why these technologies matter and how they impact the industry, you'll be ready to build real applications and stay ahead in tech. This course is offered through Rize. (Prerequisite: CSS 117 with a minimum grade of a C-).