

# BACHELOR OF SCIENCE IN ENTERTAINMENT AND MULTIMEDIA COMPUTING

(Curriculum applicable to students who entered as freshmen beginning school year 2018-2019)

Year	Term	Code	Title	Lec Hrs	Lab Hrs	Credit Units	Prerequisites	Co-requisites
1	1	EMC100	Introduction to Computing	4.5	-	3.0		
		FW01	Physical Activities Towards Health and Fitness 1	3.0	-	2.0		
		GED101	Understanding the Self	4.5	-	3.0		
		GED103	Readings in Philippine History	4.5	-	3.0		
		MAS10L	Freehand Drawing	-	9.0	2.0		
		MATH159	Math Analysis 1	4.5	-	3.0		
		NSTP100	National Service Training Program 1	-	4.5	1.5		
<b>Total</b>				<b>21.0</b>	<b>13.5</b>	<b>17.5</b>		
1	2	CS126-8	Computer Programming 1	3.0	-	2.0		
		CS126-8L	Computer Programming Laboratory 1	-	4.5	1.0		
		FW02	Physical Activities Towards Health and Fitness 2	3.0	-	2.0		
		GED105	The Contemporary World	4.5	-	3.0		
		GED108	Art Appreciation	4.5	-	3.0		
		IT152-8L	Computer Hardware and Troubleshooting	-	4.5	1.0		
		MAS20-1L	Digital Drawing	-	4.5	1.0		
		NSTP200	National Service Training Program 2	-	4.5	1.5		
<b>Total</b>				<b>15.0</b>	<b>18.0</b>	<b>14.5</b>		
1	3	CS127-8	Computer Programming 2	3.0	-	2.0		
		CS127-8L	Computer Programming Laboratory 2	-	4.5	1.0		
		FW03	Physical Activities Towards Health and Fitness 3	3.0	-	2.0		
		GED104	Science, Technology, & Society	4.5	-	3.0		
		MAS117-1P	Principles of 2D Animation	3	4.5	3.0		
		NSTP300	National Service Training Program 3	-	4.5	1.5		
<b>Total</b>				<b>13.5</b>	<b>13.5</b>	<b>12.5</b>		
1	4	FIL100	Filipino sa Epektibong Komunikasyong Pangpropesyunal	4.5	-	3.0		
		FW04	Physical Activities Towards Health and Fitness 4	3.0	-	2.0		
		GED106	Purposive Communication	4.5	-	3.0		
		IT131-8	Information Management	3.0	-	2.0		
		IT131-8L	Information Management Laboratory	-	4.5	1.0		
		MAS120-1P	Principles of 3D Animation	3	4.5	3.0		
		NSTP4	National Service Training Program 4	-	4.5	1.5		
<b>Total</b>				<b>18.0</b>	<b>13.5</b>	<b>15.5</b>		
2	1	CS129-8	Object Oriented Programming	3.0	-	2.0		
		CS129-8L	Object Oriented Programming Laboratory	-	4.5	1.0		
		CS133-8	Data Structures and Algorithms	4.5	-	3.0		
		FIL110	Mga Piling Basa sa Kontemporaryong Panitikang Piliipino	4.5	-	3.0		
		IT130L	Web Systems and Technologies 1 Laboratory	-	4.5	1.0		
		IT184-8L	Fundamentals of Computer Network 1	-	4.5	1.0		
		RZL110	Life and Works of Rizal	4.5	-	3.0		
<b>Total</b>				<b>16.5</b>	<b>13.5</b>	<b>14.0</b>		
2	2	CS128-8	Event Driven/Gui Programming	3.0	-	2.0		
		CS128-8L	Event Driven/Gui Programming Laboratory	-	4.5	1.0		
		CS170	Introduction to Data Science	4.5	-	3.0		
		EMC130-1	Introduction to Game Design and Development	4.5	-	3.0		
		GED107	Ethics	4.5	-	3.0		
		LIT110	GREAT BOOKS	4.5	-	3.0		
<b>Total</b>				<b>21.0</b>	<b>4.5</b>	<b>15.0</b>		
2	3	EMC125-1	Computer Graphics Programming	3.0	-	2.0		
		EMC125-1L	Computer Graphics Programming Laboratory	-	4.5	1.0		
		EMC131-1	Design and Production Process	3.0	-	2.0		

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		EMC131-1L	Design and Production Process Laboratory	-	4.5	1.0		
		GED102	Mathematics in the Modern World	4.5	-	3.0		
		IT143-1	Human Computer Interaction	4.5	-	3.0		
		MAS121-1P	Script Writing And Story Board Design	3.0	4.5	3.0		
<b>Total</b>				<b>18.0</b>	<b>13.5</b>	<b>15.0</b>		
2	4	EMC135-1	Advanced Game Design	3.0	-	2.0		
		EMC135-1L	Advanced Game Design Laboratory	-	4.5	1.0		
		EMC141-1	Applied Mathematics for Games	3.0	-	2.0		
		EMC141-1L	Applied Mathematics for Games Laboratory	-	4.5	1.0		
		EMC156-1	Game Programming 1	3.0	-	2.0		
		EMC156-1L	Game Programming 1 Laboratory	-	4.5	1.0		
		MAS122-1P	Audio Design and Sound Engineering	3.0	4.5	3.0		
<b>Total</b>				<b>12.0</b>	<b>18.0</b>	<b>12.0</b>		
3	1	EMC119	Research Methods for Game Development	4.5	-	3.0		
		EMC140-1	Applied Game Physics	3.0	-	2.0		
		EMC140-1L	Applied Game Physics Laboratory	-	4.5	1.0		
		EMC157-1	Game Programming 2	3.0	-	2.0		
		EMC157-1L	Game Programming 2 Laboratory	-	4.5	1.0		
		IT120P	Application Development and Emerging Technologies	3.0	4.5	3.0		
		IT135-8	Web Systems and Technologies 2	3.0	-	2.0		
		IT135-8L	Web Systems and Technologies 2 Laboratory	-	4.5	1.0		
<b>Total</b>				<b>16.5</b>	<b>18.0</b>	<b>15.0</b>		
3	2	EMC142-1	Artificial Intelligence in Game	3.0	-	2.0		
		EMC142-1L	Artificial Intelligence in Game Laboratory	-	4.5	1.0		
		EMC158-1	Game Programming 3	3.0	-	2.0		
		EMC158-1L	Game Programming 3 Laboratory	-	4.5	1.0		
		EMC160-1	Game Networking	3.0	-	2.0		
		EMC160-1L	Game Networking Laboratory	-	4.5	1.0		
		EMC199-01R	Practicum 1	4.5	-	3.0		
		EMC200-01	Capstone Project 1	1.5	-	1.0		
<b>Total</b>				<b>15.0</b>	<b>13.5</b>	<b>13.0</b>		
3	3	EMC136-1	Game Production	3.0	-	2.0		
		EMC136-1L	Game Production Laboratory	-	4.5	1.0		
		EMC199-02R	Practicum 2	4.5	-	3.0		
		EMC200-02	Capstone Project 2	1.5	-	1.0		
		IT145-8	Social And Professional Issues	4.5	-	3.0		
			Free Elective 1	4.5	-	3.0		
<b>Total</b>				<b>18.0</b>	<b>4.5</b>	<b>13.0</b>		
3	4	EMC199-03R	Practicum 3	4.5	-	3.0		
		EMC200-03	Capstone Project 3	1.5	-	1.0		
		IT199F	Career Development and Seminar in IT	-	4.5	1.0		
		SGE100	Student Global Experience	0.0	-	0.0		
			Free Elective 2	4.5	-	3.0		
			Free Elective 3	4.5	-	3.0		
<b>Total</b>				<b>15.0</b>	<b>4.5</b>	<b>11.0</b>		
<b>TOTAL PROGRAM UNITS</b>						<b><u>168.0</u></b>		