

BACHELOR OF SCIENCE IN ENTERTAINMENT & MULTIMEDIA COMPUTING

Specialized in Game Development



FIRST YEAR

FIRST TERM			SECOND TERM			THIRD TERM		
		UNITS			UNITS			UNITS
HUM034	Art Appreciation	3	SS022	Readings in Philippine History	3	MATH035	Mathematics in the Modern World	3
MATH021	College Mathematics	3	ENG024	Writing for Academic Studies	3	ENG041	Purposive Communication	3
ENG023	Receptive Communication Skills	3	PE012	Physical Activities Towards Health and Fitness 2	2	SS023	The Contemporary World	3
SS021	Understanding The Self	3	VE022	Life Coaching Series 2	1	PE013	Physical Activities Towards Health and Fitness 3	2
PE011	Physical Activities Towards Health and Fitness 1	2	NSTP011P	National Service Training Program 2 (Paired)	3	VE023	Life Coaching Series 3	1
VE021	Life Coaching Series 1	1	IT101-1	Computer Programming Concepts 1 (Lec)	2	CS152	Human Computer Interaction	3
NSTP010	National Service Training Program 1	3	IT101-1L	Computer Programming Concepts 1 (Lab)	1	IT101-2	Computer Programming Concepts 2 (Lec)	2
CS101	Introduction to Computer Systems (Lec)	2	EMC100	Freehand and Digital Drawing (Lec)	2	IT101-2L	Computer Programming Concepts 2 (Lab)	1
CS101L	Introduction to Computer Systems (Lab)	1	EMC100L	Freehand and Digital Drawing (Lab)	1	-	-	-

SECOND YEAR

FIRST TERM			SECOND TERM			THIRD TERM		
		UNITS			UNITS			UNITS
HUM021	Logic and Critical Thinking	3	HUM039	Ethics	3	MATH120	Quantitative Methods	3
GEELEC01	GE Elective 1	3	GEELEC02	GE Elective 2	3	SS036	Science, Technology, and Society	3
PE014	Physical Activities Towards Health and Fitness 4	2	CS107	Information Management (Lec)	2	EMCELEC01	Professional Elective 1	3
CS106	Data Structures and Algorithms (Lec)	2	CS107L	Information Management (Lab)	1	EMC114	Scriptwriting and Storyboard Design (Lec)	2
CS106L	Data Structures and Algorithms (Lab)	1	IT103	Web Programming (Lec)	2	EMC114L	Scriptwriting and Storyboard Design (Lab)	1
IT102	Object Oriented Programming (Lec)	2	IT103L	Web Programming (Lab)	1	EMC116	Design and Production Process (Lec)	2
IT102L	Object Oriented Programming (Lab)	1	EMC112	Principles of 2D Animation (Lec)	2	EMC116L	Design and Production Process (Lab)	1
EMC110	Introduction to Game Design and Development (Lec)	2	EMC112L	Principles of 2D Animation (Lab)	1	EMC131	Game Programming 1 (Lec)	2
EMC110L	Introduction to Game Design and Development (Lab)	1	EMC113	Audio Design and Sound Engineering (Lec)	2	EMC131L	Game Programming 1 (Lab)	1
EMC111	Computer Graphics Programming (Lec)	2	EMC113L	Audio Design and Sound Engineering (Lab)	1	-	-	-
EMC111L	Computer Graphics Programming (Lab)	1	-	-	-	-	-	-

THIRD YEAR

FIRST TERM			SECOND TERM			THIRD TERM		
		UNITS			UNITS			UNITS
RES200	Methods of Research	3	SS038	The Life and Works of Jose Rizal	3	DS100L	Applied Data Science Laboratory	1
SS085	Philippine Indigenous Communities	3	EMCELEC02	Professional Elective 2	3	EMCELEC03	Professional Elective 3	3
IT104	Applications Development and Emerging Technologies (Lec)	2	EMC134	Applied Game Physics (Lec)	2	EMC137	Advanced Game Design (Lec)	2
IT104L	Application Development and Emerging Technologies (Lab)	1	EMC134L	Applied Game Physics (Lab)	1	EMC137L	Advanced Game Design (Lab)	1
EMC115	Principles of 3D Animation (Lec)	2	EMC135	Game Programming 3 (Lec)	2	EMC138	Game Networking (Lec)	2
EMC115L	Principles of 3D Animation (Lab)	1	EMC135L	Game Programming 3 (Lab)	1	EMC138L	Game Networking (Lab)	1
EMC132	Game Programming 2 (Lec)	2	EMC136	Artificial Intelligence in Games (Lec)	2	EMC139	Game Production (Lec)	2
EMC132L	Game Programming 2 (Lab)	1	EMC136L	Artificial Intelligence in Games (Lab)	1	EMC139L	Game Production (Lab)	1
EMC133	Applied Mathematics for Games (Lec)	2	EMC200D-1	Capstone Project 1	3	EMC200D-2	Capstone Project 2	3
EMC133L	Applied Mathematics for Games (Lab)	1	-	-	-	-	-	-

FOURTH YEAR

FIRST TERM		UNITS
EMC199R	EMC Practicum	9
SGE101	Student Global Experience	-

- List of Courses will vary for every Curriculum Year assigned to the Student -