



Study Plan for Bachelor's Degree in Computer Graphics and Animation for year 2023-2024

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

2. Elective Requirements (9 CHs)

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

School Requirements (25 CHs)

1. Compulsory Requirements (25 CHs)



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

Program Requirements (80 CHs)

1. Compulsory Requirements (68 CHs)

Course Number	Course Title	Credit Hours	Prerequisite	Concurrent	Online
11206	Object Oriented Programming *	3	11103		
11253	Object Oriented Programming Lab	1		11206	Online
11449	Computer and Society	1	Finish 90 Credit Hours		Online
12159	Computer Applications in Computer Graphics *	3	11102		Blended
12243	Webpage Design and Internet programming *	3	11206		Blended
12264	3D-Modeling	3	12159		Blended
12266	3D Materials and Lighting	3	12264		
12267	Video Editing and Production *	3	12159		Blended
12273	Computer Graphics *	3	11103		
12275	Data Structures for Games	3	11206 , 12273		
12324	Human Computer Interaction *	3	11206		Blended
12348	Multimedia Systems	3	11206		
12351	Game Design *	3	12273		
12354	Algorithms and AI for games	3	12275		
12362	2D Animation *	3	12267		
12364	3D Animation *	3	12264		
12367	3D Rigging and Skinning. *	3	12264		
12373	Interactive 3D Graphics *	3	12273 , 12275		
12442	Game Programming *	3	12351 , 12354		
12446	Digital Image Processing	3	12348		
12449	Usable Security and Privacy *	3	12324		
12481	Virtual and Augmented Reality *	3	12373		
12491	Practical Training	3	Finish 90 Credit Hours		Blended
12494	Graduation Project(1)	1	Finish 90 Credit Hours		Blended



**Study Plan for Bachelor's Degree in
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12495	Graduation Project (2)	2	12494		Blended
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2. Elective Requirements (12 CHs)

Course Number	Course Title	Credit Hours	Prerequisite	Concurrent	Online
11323	Database Systems *	3	12275		
11335	Operating Systems *	3	12275		
11343	Special Topic in Computer Science (1)*	3			
11347	Electronic Business *	3	12243		
12379	3D Character Modeling *	3	12264		
12447	User Experience *	3	12324		
12448	Computer Vision	3	12446		Blended
12455	Selected Topics in Games	3	12442		
12461	Visual and Sound Effects *	3	12348		
12462	Selected Topics in 2D Animation	3	12362		
12471	Selected Topics in Computer Animation	3	12364		
12473	Selected Topics in Computer Graphics	3	12373		
22241	Digital Logic Design	3			



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22342	Computer Organization and Assembly Language	3	22241		Blended
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* is PBL: Project Based Learning course with (20%-30%) weight