CREDIT BY EXAMINATION

The Credit by Examination Section beginning on Page 23 has been replaced with the Experiential Learning/Portfolio Credit Policy as outlined below:

The **Experiential Learning/Portfolio Credit Policy** is designed to ensure readiness, fairness, and reliability. This policy incorporates a structured review process that validates students' experience and qualifications before granting the opportunity to test out of courses.

Policy Overview

Students may petition for credit based on documented professional experience or portfolio work directly relevant to the course they seek to bypass. This policy applies to all courses. Approval is contingent upon meeting specific requirements and departmental evaluation.

Eligibility Requirements

1. Years of Experience:
    a. At least 2 years of professional experience in a role directly relevant to the course content.
    b. Evidence may include employment letters, job descriptions, certifications, or verifiable project work.
2. Portfolio Submission:
    a. A comprehensive portfolio demonstrating the application of skills and knowledge aligning with course objectives - Portfolio template can be obtained through the Registrar or advisors
    b. Portfolios may include work samples, project descriptions, client feedback, and other supporting materials.
3. Statement of Competency:
    a. A written statement detailing how prior experience aligns with the course learning outcomes.
4. Recommendation Letters (Optional):
    a. Professional references supporting the petition, preferably from supervisors, industry experts, or academic advisors.

Process

1. Petition Submission:
    a. Students submit the petition to the Registrar's Office, including the portfolio and all required documentation.
    b. A $200 nonrefundable application fee is required at submission.
2. Evaluation by Department Head:
    a. Academic Advisor or Registrar send completed items to the Department Head.
    b. The relevant Department Head will review the petition and decide whether the student qualifies to proceed.
    c. If approved, criteria for a portfolio-based evaluation or an experiential learning assignment will be outlined.
3. Portfolio Evaluation:
    a. The portfolio is reviewed against course objectives to assess competency.
    b. A fee of $50 per credit is charged for the evaluation, which is refundable if the petition is not approved.
4. Credit Award:
    a. If the portfolio meets the course standards, credit is awarded.
    b. Students who fail to meet standards can review and resubmit their portfolio once, subject to an additional $50 per credit fee.

ACADEMIC DEPARTMENTS AND EDUCATIONAL PROGRAMS

The Academic Departments and Education Programs section for Game Art on Page 81 has been amended as outlined below:

Game Art Electives			
Course Number	**Course Name**	**Credits**	**Focus Area**
GAM321	Designing for Mobile & F2P Games	4	Game Design Core

The Academic Departments and Education Programs section for Game Design on Page 83 has been amended as outlined below:

BA in Game Design (GD) Curriculum		
Core Courses - 72 Credits		
Course Number	**Course Name**	**Credits**
SSC181	Intro to Psychology	4
General Education Courses - 28 credits		
Course Number	**Course Name**	**Credits**
USV101	USV Foundations	4

The Academic Departments and Education Programs section for Game Engineering on Page 88 has been amended to remove the courses as outlined below:

Game Engineering Electives		
Course Number	**Course Name**	**Credits**
BUS112*	Innovative Management and Entrepreneurship	4
BUS272*	Project Management	4
BUS351*	Negotiation: Integrated Business Models	4

COURSE DESCRIPTIONS

The following Course Descriptions listed on Pages 94-152 have been revised or added:

Course Number	Course Name	Credits	Prerequisites
BUS220	Advanced Cost Management	3	BUS105
Students are equipped with knowledge of contemporary cost management systems development. Application of this knowledge is applied to real world decisions so that students learn how to participate in decision making.			
BUS346	Data and Decisions	3	BUS110 AND BUS246
Students understand the role of data and how statistical analysis improve decision-making. The course will draw on a variety of business and social science applications.			
CS298	Data Structures: Introduction to efficient data storage	4	CS211 OR CS285
Efficient data performance is critical to good software development. In this course, students learn how to store data efficiently and the pros and cons of different data structures. Students quickly review the fundamental use and storage considerations of scalar data types. Students use object-oriented programming techniques to learn and implement abstract data types like stacks, queues, linked list, hash tables, binary search trees, Huffman codes, and other tree-based data structures. Students gain the ability to know when, why, and where each data type should be used and their data storage characteristics for memory efficient software development			
CS314	C# Programming	4	CS211
Program in C# programming language with object oriented programming principles. Emphasis is placed on object oriented principles including creating and manipulating objects, classes, and using object-oriented tools such as the class debugger. Upon completion, students should be able to design, code, test, debug and implement objects using Visual Studio IDE at the beginning level.			
CS326	Algorithms: Memory and CPU Efficient Computing	4	CS297 OR CS298 And MATH315
Software CPU performance and the ability to write fast software is a critical skill for all developers. In this course, students learn the essential techniques and analysis required to write high-performance software. Students learn about the mathematical fundamentals to analyzing algorithm performance: Big O and Big Omega. They learn how to apply this mathematical analysis to various algorithms. Algorithms and topics covered include sorting, searching, text-pattern matching, string searching, graph-based tree traversal algorithms, and other algorithms that have performance. Students learn techniques to transform and conquer problems and to mentally map one problem into another. Recursive algorithm techniques are studied ranging from Greedy Algorithms to Dynamic Programming techniques. Students explore and vastly improve on their creative-technical skills & ability to solve challenging problems needed to create CPU efficient software.			
CS342	Network Systems	4	CS325 OR CS326
This course introduces the ideas and different protocols and tools used in computer communication. It covers the OSI model and functions of different layers in that model. Students are also introduced to the TCP/IP. Students will learn to write programs (either C or Java) that communicate with each other. The course will also cover some network technologies like ATM.			
DAA480	Portfolio 1	3	
Students will use their skills in traditional and digital painting, texturing, lighting, and animation to scope and design a portfolio that demonstrates their abilities in all areas of 3D and 2D Design. The portfolio will have a recognizable aesthetic and professional presentation quality.			

Course Number	Course Name	Credits	Prerequisites
DAA484	MediaWorks	4	None
MediaWorks is a collaborative, interdisciplinary, practical project. It may include a live project with real-life clients and strict deadlines. Students work on one or two full-cycle audiovisual productions in a visual production team, where they fulfill various roles including storyboard artist, concept designer, texture artist, 3D modeler, animator, motion graphics designer, compositor, video editor, colorist and project manager. Full-cycle production may include client meetings, concept development, production, post-production and delivery of final product. The deliverables of the course can be integrated into individual student portfolios.			
DAA485	Portfolio 2	3	
Continuation of Portfolio 1. Students will be mentored through the process of preparing work they have been accumulating from previous coursework into a career-ready presentation. Students will also receive guidance from peers and DAA faculty on how to brand themselves as professionals, and create a resume, website, and portfolio of professional quality for the field of their chosen path of study. Students will present their final materials to DAA Faculty to demonstrate competency in their discipline.			
DAT483	Media Works 1	3	DAT321
A collaborative, potentially interdisciplinary, practical project. May be a live project with real-life client(s) and strict deadlines. Students work on two 7-week, or one 15-week full-cycle audio- or audiovisual production in an audio production team, where student may be required to fulfill various roles, typically that of an audio engineer, sound designer, composer and project manager. Full-cycle production may include client meetings, concept development, production and delivery. The lecture part of the course will include client communications, team management- and communication principles, the EER approach and file management practices. The deliverables of the course can be integrated into individual student portfolios. Prior approval required.			
DAT485	Portfolio	3	
Students will further their understanding of a chosen field of the audio and music industries, and demonstrate their preparedness via an employment- or audio business-focused portfolio.The production of both required portfolio materials and content will be guided by reviews and frequent feedback from instructor. The lecture part of the course will focus on product- or service presentation for potential employees and clients, market positioning. Final deliverables of the course will include an oral presentation, a physical media and a web-based media-rich portfolio, featuring a previously agreed-upon number and range of audio work.			
DAT489	Mediaworks 2	3	DAT483
MediaWorks 2 will allow students the opportunity to perform new production tasks such as lead other production team members as a project manager, or to assist in the on-boarding of students new to the MediaWorks workflow. This course presents a full production cycle that may include client meetings, concept development, production and delivery. The deliverables of the course can be integrated into individual student portfolios.			
GAM234	Level Design for Single Player Games	4	GAM231
Introduction to level design for video games from developing level ideas into executable level maps to implementation, play-testing, and iteration. Exposure to level editors will provide hands-on experience in building levels. Level design principles include pacing, balance, difficulty ramping, level flow, hooks, and level progression. Proper level design methodology will be used to build single player game levels.			
GAM261	Game Writing 1	4	ENG227 OR ENG226 And GAM220 OR GAM221
In this project-intensive course, students will learn and practice basic, in-the-trenches writing and narrative development for video games, including story outlines, cutscenes, scripted dialogue, systemic dialogue and mission writing and design. Students' efforts will be fully contextualized, making it clear how their work fits in with the rest of a typical game development team's structure, with a particular emphasis on the all-important aspect of flexibility.			
GAM321	Design for Mobile & F2P Games	4	GAM234 OR GAM233
This course covers the unique challenges and opportunities in designing engaging, user-friendly mobile games and crafting successful free-to-play models. Youll learn to optimize game mechanics for mobile platforms, create compelling user experiences, and implement effective monetization strategies. Emphasis will be placed on balancing gameplay enjoyment with monetization, understanding player behavior, and utilizing data analytics to refine and enhance game design. By the end of the course, you will have a comprehensive understanding of the mobile and free-to-play game landscape, equipped with the skills to create popular and profitable games.			
GAM400	Game Portfolio	3	RWPS480
In this course, students will build a portfolio that demonstrates their abilities with the relevant work theyve done for their desired job role. Students will prepare their marketing materials such as a resume, cover letters, and an online presence.			
GAM480	Game Studio 1	3	None
A multi-disciplinary team is guided through a typical video game development production lifecycle. The focus is on working as an effective and efficient development team to produce a capstone game project on schedule. Skillsets are tested and knowledge is directly applied. Team members assume roles similar to those in the video game industry and will have opportunities to work and network with industry professionals			
GAM485	Game Studio 2	3	GAM480 OR RWPS480
A multidisciplinary team is guided through the second half of a typical video game development production lifecycle. The focus is on working as an effective and efficient development team to produce a capstone game project on schedule. Skillsets are tested and knowledge is directly applied. Team members assume roles similar to those in the video game industry and will have opportunities to work and network with industry professionals.			
MATH051	Basic Algebra	4	None
Topics include: operation on integers, rational numbers, polynomials and exponents; algebraic expressions, one variable linear equations, straight line, graphs of linear equations, linear inequalities, and solving systems of linear equations in two variables; factoring linear and quadratic equations.#CLO1 Apply basic order of operations to solve arithmetic expressions.#CLO2 Apply knowledge of algebraic concepts and principles to perform operations on functions, draw and interpret graphs of linear functions.#CLO3 Solve linear inequalities and systems of linear equations in two variables.			
MATH113	College Algebra	4	MATH003 OR MATH050
Covers the real and complex numbering systems, equations, inequalities, function theory, polynomial functions, exponential and logarithmic functions.			
MATH117	Trigonometry	4	MATH112 OR MATH113 OR MATH143
This course covers the fundamentals of analytic trigonometry. Topics include identities, trigonometric equations, inverse trig functions, graphs of trig functions, and solutions of right and oblique triangles with applications. Vectors, operations, and the dot product are also covered.			
MATH296	Discrete Mathematics	4	MATH112 OR MATH113
Logic. Set theory. Functions. Relations. Proofs by mathematical induction. Recursion and program correctness. Fundamentals of counting, and discrete probability. Elementary graph theory. Introduction to analysis of algorithms.			

Course Number	Course Name	Credits	Prerequisites
SCI111	The Science of Motion: Humans, Animals, Objects	4	MATH112 OR MATH113
Analysis of movement of biological systems and objects based on the mechanical principles of motion. Topics covered in lectures and labs: linear kinematics including walking, running, jumping, and climbing; kinematics of joints (elbows, knees, hips, etc.), angular kinematics, forces acting on a body and objects, work and energy, positive and negative work of muscles and total body, conservation of energy during body and object movement, center of mass and its calculation, torque, mechanical and anatomical levers, joint torque calculation and joint reaction force, rotational motion and angular momentum, buoyancy, lift and drag forces acting on wings, swimming propulsion. Fulfills the requirement for a basic lab science.			
USV101	USV Foundations	4	None
In the dynamic and innovative environment of the University of Silicon Valley, USV101 - USV Foundations equips students with the essential skills to thrive both academically and professionally. This course integrates practical soft skills, collaborative team skills, professional portfolio development, effective use of professional social media, and foundational knowledge of AI tools. Through interactive, game-based learning activities and team-based projects, students will develop critical thinking and problem-solving abilities, enhance their communication and teamwork skills, and learn to navigate professional settings with confidence. Emphasizing diversity and inclusiveness, the course encourages students to leverage their unique backgrounds and experiences to contribute meaningfully to their fields. By the end of the course, students will be prepared to create impactful professional portfolios, engage effectively in the digital professional world, and apply emerging AI tools to their creative projects.			

ACADEMIC DEPARTMENTS AND EDUCATIONAL PROGRAMS

The Bachelor of Business Administration (BBA) program on Page 62 - Program name has changed to Bachelor of Science in Business Administration (BSBA). -- *Effective 05/12/2025*

The Program Learning Outcomes for the Bachelor of Science in Business Administration program have changed to the following:

Program Learning Outcomes

- PLO1: Apply analytical, financial, and strategic tools to evaluate business challenges and develop data-driven solutions that align with organizational goals.
- PLO2: Demonstrate proficiency in core business functions, including marketing, finance, operations, human resources, and project management, using contemporary digital platforms and technologies.
- PLO3: Collaborate effectively and ethically as part of multidisciplinary projects and demonstrate professionalism in diverse team environments.
- PLO4: Analyze the impact of economic, legal, technological, and social trends on business operations and formulate strategies to adapt to a dynamic global marketplace.
- PLO5: Demonstrate a career-ready understanding of business practices through a comprehensive professional portfolio that showcases strategic planning, project management, and leadership competencies.

The curriculum for the Bachelor of Science in Business Administration program on Page 63 has been amended as follows:

The Core Courses credit count has changed from 80 Credits to 52 Credits.
The following courses were removed from the Core Courses:

Course Number	Course Name	Credits
BUS106	Applied Managerial Accounting	4
BUS112	Innovative Management and Entrepreneurship	4
BUS151	Economics: Concepts and Models	4
BUS212	Global Business Innovation	4
BUS242	Market Dynamics and Social Media Engagement	4
BUS251	Finance: Concepts and Applications	4
BUS281	Innovative Human Resources Management	4
BUS291	Advanced Strategic Plan Creation- Portfolio	4
BUS341	Organizing Business Chaos - Design Thinking	4
BUS351	Negotiation: Integrated Business Models	4
BUS491	Strategic Management for Business Success	4
BUS401	Leadership Skills for the 21st Century	4

The following courses were added to the Core Courses:

Course Number	Course Name	Credits
BUS101	Foundations of Business Practice	4
BUS123	Financial and Managerial Accounting Applications	4
BUS202	Economics for Business Strategy (Micro & Macro)	4
BUS205	Managing People and Teams in the Workplace	4
BUS312	Strategic Human Resource Management	4

The following course names were updated:

Course Number	Course Name	Credits
BUS122	Business Communication	4
BUS126	Business Law, Ethics, and Corporate Responsibility	4
BUS451	Operations & Supply Chain Management	4
BUS495	Business Strategy & Applied Capstone	4

The number of Electives in the Bachelor of Science in Business Administration has changed from 12 Credits to 40 Credits.

COURSE DESCRIPTIONS

The following Course Descriptions listed on Pages 94-152 have been revised or added: -- *Effective 05/12/2025*

Course Number	Course Name	Credits	Prerequisites
CS220	Project 1	4	CS212
Student teams will work according to a project brief to produce workable designs and software solutions to problems. Faculty will team facilitators, allowing greater student control of projects as compared to previous project courses. Student work will be presented at the end of semester, and a post-mortem reflection will develop critical thinking skills.			
CS321	Operating Systems Concepts	4	CS297 OR CS298
Students learn how UNIX, LINUX, and Windows operating systems are designed. Students practice data structures in operating systems design. Topics include: general multitasking operating systems, scheduling algorithms, deadlocks, concurrency problems and solutions, process management, thread management, disk management, memory management, virtual memory, file system organization, and security.			
CS458	Machine Learning and Artificial Intelligence	4	CS325 OR CS326
This course will acquaint students with basics of machine learning and pattern recognition and different learning techniques like generative, discriminative, parametric. Some applications of machine learning to data mining, speech-recognition, robotics will also be discussed.			
DAA401	Compositing and Special Effects/Dynamics	4	GAM365
Explores the digital motion picture production environment as 'illusion factory'. Both naturalistic/realistic and experimental modes of digital effects will be examined. The course will focus on the role played by storyboarding, scripting, and how these relate to the combination of live action with computer- generated images (CGI). Students work in teams to create video projects using special effects, match/moving lighting, blue/green screen compositing, color correction, and motion graphics. The relationship of 'pre-visualization' to a finished work will also be explored, and how these techniques are affecting the traditional working approach to movie making.			
DAA251	Digital Sculpture	4	GAM255 OR DAA341
Students will utilize fast and simple modeling techniques for creating meshes without UVs. Students will design in 3D quickly as possible to aid in concept design. Students will cover various lighting, texturing and painting techniques. Discussion of UV unwrapping and retopologizing the models built with Dynamesh and Shadowbox for production will also be covered.			
GAM315	Gameplay Programming	4	CS211 AND GAM231
In this course, students will utilize industry-standard game engines and their associated languages to create functional code. Students will explore principles of game programming such as in-game graphics, user input, sound, animation, and collision detection. Students will learn to program their own games and gain a better understanding of game design and development.			
SSC181	Introduction to Psychology	4	None
Introduces students to the scientific study of human behavior. Topics may include natural foundations of behavior, motivation and emotion, critical thinking processes, personality traits, developmental, cognitive and social behaviors.			
BUS101	Foundation of Business Practice	4	None
Students cover an overview of the core functional areas of business, including marketing, finance, operations, and human resources. Students engage in cross-functional simulations to develop strategic decision-making skills and understand how different business units collaborate to drive organizational success.			
BUS122	Business Communication	4	ENG101
Modern organizations rely on technology and use digital tools to communicate effectively. This course is designed to provide students with an understanding of the impact of digital technologies and media on business communication.			
BUS123	Financial and Managerial Accounting Applications	4	MATH113
Students are introduced to the principles and practices of financial and managerial accounting, emphasizing their application to real-world business decisions. Students will learn to analyze financial statements, apply budgeting and forecasting techniques, and use accounting data to support strategic planning and operational management.			
BUS126	Business Law, Ethics, and Corporate Responsibility	4	None
This course provides students with foundational information about the U.S. legal system, dispute resolutions and their impact on businesses. Major content areas will include general principles of law, legal types and structures of businesses, relationship between law and ethics, intellectual property, trademark, contracts, and business law.			
BUS142	Marketing Strategy and Analysis	4	None
Students examine marketing concepts and apply these using traditional and digital media tools. Students are introduced to strategic marketing through segmentation, positioning, market analysis, marketing mix, metrics, as well as social and ethical responsibilities.			
BUS202	Economics for Business Strategy (Micro & Macro)	4	MATH113 and BUS101
Students explore key concepts in microeconomics and macroeconomics with direct application to business strategy and decision-making. Students analyze market dynamics, economic indicators, and policy impacts to develop strategies that respond to changing economic environments.			

Course Number	Course Name	Credits	Prerequisites
BUS205	Managing People and Teams in the Workplace	4	ENG101 and BUS101
Students examine the principles of managing individuals and teams to achieve organizational goals. Students learn effective leadership, communication, motivation, and conflict management strategies, with an emphasis on fostering collaboration and high-performance workplace cultures.			
BUS247	Data-Driven Business Intelligence	4	BUS101 and MATH113
Students are introduced to the fundamentals of using data to support operational and financial decision-making. Students develop hands-on skills in Excel, Google Sheets, and Power BI, learning to gather, analyze, and visualize data to drive business insights and strategy.			
BUS271	Project Management for Professionals	4	ENG101 and BUS101
Students are exposed to practical training in project planning, execution, and risk management using industry-standard methodologies such as Agile and Waterfall. Students gain hands-on experience with tools like Jira, Asana, and others to manage projects efficiently and adapt to real-world professional environments.			
BUS312	Strategic Human Resource Management	4	BUS205
This course explores the strategic role of human resources in driving organizational performance and growth. Students examine workforce planning, talent management, employee development, and HR analytics, with an emphasis on aligning HR practices with broader business objectives.			
BUS311	Business Statistics	4	MATH113 and BUS247
This Business Statistics course offers a foundational understanding of statistical concepts and their application in business contexts. Students will learn to collect, analyze, and interpret data, utilizing techniques such as descriptive statistics, probability, hypothesis testing, and regression analysis. Emphasis will be placed on practical applications and the use of statistical software to solve real-world business problems. By the end of the course, students will be equipped to make data-driven decisions and effectively communicate their findings.			
BUS451	Operations & Supply Chain Management	4	BUS101 and BUS247 and BUS271
Students will explore the design, scheduling and control of systems that efficiently use human and capital inputs to create products and services for companies and consumers. Coursework will explore the growth cycles of a company and gain an understanding of different issues, options, and strategies to consider as the company reaches each growth cycle.			
BUS495	Business Strategy & Applied Capstone	4	BUS312 and BUS311 and BUS451
This senior-level capstone course integrates concepts from business strategy, operations, human resources, and data analysis to develop comprehensive, real-world business solutions. Students apply strategic frameworks to case studies and live projects, demonstrating mastery in critical thinking, decision-making, and leadership. Through portfolio development and applied project work, students showcase their readiness for professional roles by addressing complex, multidisciplinary challenges with strategic and data-driven approaches.			