

COURSE MODULES INTERACTIVE SIMULATION

General Courses

Psychology for Digital Media
Introduction to
3D Computer Animation Production

Math and Physics Courses

Fundamentals of Mathematics
for Computer Graphics

Applied Calculus and
Analytic Geometry 1

Applied Calculus and
Analytic Geometry 2

Linear Algebra
Motion Dynamics

Programming Courses

Introduction to Computer
and Programming
High Level Programming Lab
Object-Oriented Programming
Computer Organization and
Architecture
Advance Programming
Fundamentals of Mathematics
for Computer Graphics

Computer Science Courses

Data structure
Operating System
Discrete Structure
Design and Analysis of Algorithms
AI for Game

ADV Computer Science Courses

Low-Level Programming
Net-Centric Computing
Image Processing
Introduction to Databases
Software Engineering
Introduction to interactive
sound synthesis

Computer Graphic Courses

Computer Graphics 1
Computer Graphics 2
Animation and modeling
Advanced Computer Graphics 1
Advanced Computer Graphics 2
Physical Simulation for
Computer Graphic

PROJECTS

Project Introduction
Project
Advance Project 1
Advance Project 2
Special Topic 1
Special Topic 2
Special Topic 3

*These modules are subject to be modified according to the TQF2.
However, the learning outcome of each module will be according to what is listed above.

**The modules presented above is still yet to include the compulsory KMUTT General Education courses.

DIGITAL TECHNOLOGY