MINOR IN MODELING AND SIMULATION
SIMULATION DEVELOPMENT TRACK

WHY PURSUE THIS MINOR?

Computer Science and Computer Engineering students looking to develop skills in discrete event simulation development will benefit from the simulation development track. This track focuses on the software development of simulations rather than the use of simulation tools. This can lead them into gaming software development, animation, and large scale simulation development. These students already have the prerequisite math and programming.

THIS MINOR IS A GREAT FIT FOR YOU IF YOU ARE MAJORING IN:

Computer Science   Computer Engineering

REQUIREMENTS FOR THE
MINOR IN MODELING AND SIMULATION—SIMULATION DEVELOPMENT TRACK:

- STAT 330:   Probability and Statistics - 3 credits

- MSIM 205:   Discrete Event Simulation - 3 credits

- MSIM 331:   Simulation Software Design - 3 credits

and either

- MSIM 406:   Distributed Simulation - 3 credits

- MSIM 408:   Introduction to Game Development - 3 credits

- MSIM 441:   Computer Graphics and Visualization - 3 credits

I AM READY TO DECLARE MY MINOR IN MODELING AND SIMULATION.

To declare your minor in modeling and simulation, simply visit the Academic Advisor and Program Manager in ECSB 1300. All pre-requisites must be satisfied to declare and an overall GPA of 2.00 is required for the minor to graduate.

Department of Modeling, Simulation and Visualization Engineering
www.odu.edu/msve