

CIT, SIMULATION AND GAME DESIGN, ASSOCIATE OF APPLIED SCIENCE



Plan of Study

3IT-SGD

First Term		Credits
GAME 1303	Introduction to Game Design and Development	3
ITSC 1319	Internet/Web Page Development	3
ITSE 1329	Programming Logic and Design	3
Select one of the following:		3
MATH 1332	Contemporary Mathematics (Quantitative Reasoning)	
MATH 1314	College Algebra	
	Life and Physical Sciences (Natural Science)	
ENGL 1301	Composition I	3
Credits		15
Second Term		
Select one of the following:		3
ITSE 1307	Introduction to C++ Programming	
ARTV 1345	3-D Modeling and Rendering	
GAME 2332	Project Development I	3
IMED 1341	Interface Design with Photoshop	3
GAME 1304	Level Design	3
ITSE 1359	Introduction to Scripting Languages	3
Credits		15
Third Term		
Select one of the following:		3
ITSE 2331	Advanced C++ Programming	
ARTV 1341	3-D Animation I	
ITSE 1333	Mobile Applications Development	3
ITSE 2313 or ITSE 2317	Web Authoring or Java Programming	3
GAME 2341	Game Scripting	3

Select one of the following:		3
SPCH 1311	Introduction to Speech Communication	
SPCH 1315	Public Speaking	
SPCH 1318	Interpersonal Communication	
SPCH 1321	Business and Professional Speech	

Credits 15

Fourth Term

GAME 1343 or ARTV 2351	Game and Simulation Programming I or 3-D Animation II	3
GAME 2359	Game & Simulation Group Project	3
INEW 2340	Object-Oriented Design - Game Design	3
Language, Philosophy and Culture (Humanities)		3
Social and Behavioral Sciences		3

Credits 15

Total Credits 60

Capstone Experience: GAME 2359 Game & Simulation Group Project

**Students must be Texas Success Initiative (TSI) complete in order to graduate: MATH Level 8.