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 Science (Natural Science)	
ENGL 1301	Composition I	3
	Credits	**15**

Second Term

Select one of the following:		3
ITSE 1302	Computer 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 1311	Beginning Web Programming	3
	Credits	**15**

Third Term

Select one of the following:		3
ITSE 2359	Advanced Computer Programming	
ARTV 1341	3-D Animation I	
ITSE 1333	Mobile Applications Development	3
ITSE 2313 or ITSE 2321	Web Authoring or Object-Oriented 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