

# **COMPUTER STUDIES**

## **COMPUTER SCIENCE/INFORMATION TECHNOLOGY**

### **COMPUTER GAME DEVELOPMENT TRACK**

Recommended Programming Sequence (CSIT 171/CSIT 172)

#### **SUGGESTED COMPUTER SCIENCE ELECTIVES**

- 3 s.h. Introduction to Computer Game Development (CSIT 115)
- 3 s.h. Multimedia for the Web (CSIT 131)
- 3 s.h. Web Development Fundamentals (CSIT 133)
- 3 s.h. VB.Net Programming (CSIT 162)
- 3 s.h. Game Programming with OpenGL (CSIT 173)

#### **SUGGESTED BUSINESS STUDIES ELECTIVES**

- 3 s.h. Principles of Marketing (BUSN 134)

#### **SUGGESTED FINE ARTS ELECTIVES**

- 3 s.h. Introduction to Audio/Visual Design