

COMPUTER SCIENCE

Associate in Science

Game Development and Design Option

The program outlined here will prepare students for transfer to a four-year college to obtain a Bachelor of Arts degree in computer game design. The curriculum follows the model provided by the Association of Computing to assure maximum transferability. Upon graduation, students can expect to transfer to a four-year college with junior status. Effective problem solving is central to good game design and development. The software development process (composing and coordinating components of a program) requires that students construct algorithms for problem solving with appropriate documentation. This curriculum has been designed to prepare the student to work as a team and solve complex computer programming problems. Computer science students have access to five computer labs utilizing contemporary operating systems, located in the Technology Building. The faculty recommends the following minimal criteria for prospective students in the Computer Game Development and Design option:

1. High school diploma or equivalent,
2. Cumulative high school grade point average of C or above,
3. Ranked in top half of high school graduating class,
4. No developmental studies requirement

FIRST SEMESTER

- 3 s.h. Computer Programming I (CSIT 171)
 - 3 s.h. Introduction to Computer Organization (CSIT 140)
 - 3 s.h. English I (ENGL 151)
 - 3 s.h. Social Science Elective
 - 3 s.h. Introduction To Computer Game Development (CSIT 115)
- 15 s.h.

SECOND SEMESTER

- 3 s.h. Computer Programming II (CSIT 172)
 - 3 s.h. English II (ENGL 152)
 - 3 s.h. Introduction to Audio/Visual Design (ARTS)
 - 3 s.h. Social Science Elective
 - 3 s.h. Principles of Marketing (BUSN 134) or
Principles of Management (BUSN 271)
- 15 s.h.

THIRD SEMESTER

- 3 s.h. Data Structures and Algorithm Analysis (CSIT 271)
 - 3-4 s.h. Elective (to meet required 64 s.h.)
 - 4 s.h. Calculus I (MATH 265)
 - 4 s.h. Lab Science Elective
 - 2-3 s.h. Applied Modern Health I (HEHP 110) or
Contemporary Health (HEHP 225)
- 16-18 s.h.

FOURTH SEMESTER

- 3 s.h. Database Management (CSIT 213)
 - 3 s.h. Game Programming with Open GL (CSIT 173)
 - 4 s.h. Lab Science (continue original science sequence)
 - 3 s.h. Humanities Elective
 - 4 s.h. Calculus II (MATH 266)
- 17 s.h.

TOTAL CREDITS 64