COMPUTER SCIENCE - A.S. Degree Program – Game Development and Design Option -
Effective Catalog Year 2014-2015

The program outlined here will prepare students for transfer to a four-year college to obtain a Bachelor of Science degree in computer game design. The curriculum follows the model provided by the Association of Computing Machinery and the Institute of Electrical and Electronics Engineers Computer Society 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. The department 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
CSIT 165 Programming I 4 cr.
ENGL 151 English I 3 cr.
---------- Humanities Gen Ed Requirement 3 cr.
---------- Social Science Gen Ed Requirement 3 cr.
CSIT 115 Introduction To Computer Game Development 3 cr.

SECOND SEMESTER
CSIT 166 Programming II 4 cr.
CSIT 176 Computer Organization & Architecture 3 cr.
ENGL 152 English II 3 cr.
---------- Humanities Gen Ed Requirement 3 cr.
---------- Social Science Gen Ed Requirement 3 cr.

THIRD SEMESTER
CSIT 265 Data Structures and Analysis 4 cr.
MATH 265 Calculus I 4 cr.
BIOL 161, or Lab Science Gen Ed Requirement 4 cr.
CHEM 181 or
PHYS 281
BUSB 134 or Principles of Marketing or
BUSB 271 Principles of Management 3 cr.

FOURTH SEMESTER
CSIT 213 Database Management 3 cr.
CSIT 173 Game Programming with Open GL 3 cr.
---------- Elective (to meet required 64 cr.) 3 cr.
BIOL 162, or Lab Science Gen Ed Requirement
CHEM 182 or (continue original science sequence) 4 cr.
PHYS 282
MATH 266 Calculus II 4 cr.

TOTAL CREDITS 64

Note: cr. (credit) = semester credit hour
Courses satisfying general education requirements must be selected from the list of Approved General Education Courses.

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