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**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSIT 165</td>
<td>Programming I</td>
<td>4 cr.</td>
</tr>
<tr>
<td>ENGL 151</td>
<td>English I</td>
<td>3 cr.</td>
</tr>
<tr>
<td></td>
<td>Humanities Gen Ed Requirement</td>
<td>3 cr.</td>
</tr>
<tr>
<td></td>
<td>Social Science Gen Ed Requirement</td>
<td>3 cr.</td>
</tr>
<tr>
<td>CSIT 115</td>
<td>Introduction To Computer Game Development</td>
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16 cr.

**SECOND SEMESTER**

<table>
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<tr>
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<tr>
<td>CSIT 166</td>
<td>Programming II</td>
<td>4 cr.</td>
</tr>
<tr>
<td>CSIT 176</td>
<td>Computer Organization &amp; Architecture</td>
<td>3 cr.</td>
</tr>
<tr>
<td>ENGL 152</td>
<td>English II</td>
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</tr>
<tr>
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<td>Humanities Gen Ed Requirement</td>
<td>3 cr.</td>
</tr>
<tr>
<td></td>
<td>Social Science Gen Ed Requirement</td>
<td>3 cr.</td>
</tr>
</tbody>
</table>

16 cr.

**THIRD SEMESTER**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>CSIT 265</td>
<td>Data Structures and Analysis</td>
<td>4 cr.</td>
</tr>
<tr>
<td>MATH 265</td>
<td>Calculus I</td>
<td>4 cr.</td>
</tr>
<tr>
<td>BIOL 161</td>
<td>Lab Science Gen Ed Requirement</td>
<td>4 cr.</td>
</tr>
<tr>
<td></td>
<td>or CHEM 181 or PHYS 281</td>
<td></td>
</tr>
<tr>
<td>BUSN 134</td>
<td>Principles of Marketing or</td>
<td>3 cr.</td>
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<tr>
<td>BUSN 271</td>
<td>Principles of Management</td>
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15 cr.

**FOURTH SEMESTER**

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<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>CSIT 213</td>
<td>Database Management</td>
<td>3 cr.</td>
</tr>
<tr>
<td>CSIT 173</td>
<td>Game Programming with Open GL</td>
<td>3 cr.</td>
</tr>
<tr>
<td></td>
<td>Elective (to meet required 64 cr.)</td>
<td>3 cr.</td>
</tr>
<tr>
<td>BIOL 162</td>
<td>Lab Science Gen Ed Requirement</td>
<td>4 cr.</td>
</tr>
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<td></td>
<td>or CHEM 182 or PHYS 282</td>
<td>(continue original science sequence)</td>
</tr>
<tr>
<td>MATH 266</td>
<td>Calculus II</td>
<td>4 cr.</td>
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</table>

17 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.

Board of Trustees Approval Date: August 28, 2006
Board of Trustees Approval Date: September 24, 2007
Board of Trustees Approval Date: December 1, 2008
Board of Trustees Approval Date: February 28, 2011
Board of Trustees Approval Date: February 25, 2013
Board of Trustees Approval Date: May 28, 2013