



Game Development and Design

Associate in Science | Code: 25075 | 60 credits

CIP (1550041100)

This curriculum allows students to explore the entertainment technology landscape while still pursuing a broad-based education. With an emphasis on game programming, the program exposes students to the development and design processes. Students can further specialize in game design, production, engines and systems, graphics programming and animation, mobile, and more.

GENERAL EDUCATION – 15 Credits Required

Communications – 3 Credits Required

ENC 1101	English Composition 1	3	Prerequisite: Student must meet the Developmental Education reading and writing requirements in State Rule 6A-10.0315 (by course, placement score, or eligible exemption).
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Humanities – 3 Credits Required

ARH 1000	Art Appreciation	3	
HUM 1020	Introduction to Humanities	3	
LIT 2000	Introduction to Literature	3	Prerequisite: ENC 1101
MUL 1010	Music Appreciation	3	
PHI 2010	Introduction to Philosophy	3	Prerequisite: ENC 1101
THE 2000	Theatre Appreciation	3	

Mathematics – 3 Credits Required

MAC 1105	College Algebra	3	Prerequisite: MAT 1033*
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*Note: Students must seek advisement for proper mathematics course from discipline chairperson.

Natural Science – 3 credits Required

AST 1002	Descriptive Astronomy	3	
BSC 1005	General Education Biology	3	
CHM 1020	General Education Chemistry	3	
ESC 1000	General Education Earth Science	3	
EVR 1001	Introduction to Environmental Science	3	
PHY 1020	General Education Physics	3	

Social Science – 3 Credits Required

AMH 2020	History of the US since 1877	3	
POS 2041	American Federal Government	3	

COMPUTER COMPETENCY

Computer Competency Test (CCT)

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CGS 1060 C Introduction to Computer Technology & Applications

MAJOR CORE REQUIREMENTS – 12 Credits Required

CGS 1060C	Introduction to Computer Technology & Applications	4	
COP 1334	Introduction to C++ Programming	4	
COP 2335	Object Orientated Programming Using C++	4	Prerequisite: COP 1334

PROGRAM CORE REQUIREMENTS – 33 Credits Required

CAP 2047	User Interface Design	4	
CAP 2048	Game Development Project I	3	Prerequisite: CAP 2047 or DIG 1302, COP 1334 or DIG 1111, COP 2335 or DIG 1437, DIG 1430, DIG 1710 or DIG 1132;

CAP 2920C	Game Development Project II	3	Pre/Corequisite: DIG 1712 or DIG 2113
DIG 1430	Storyboarding	3	Prerequisite: CAP 2048, DIG 1712 or DIG 2113
DIG 1705	3D Programming	4	Prerequisite: COP 2335, MAC 1105
DIG 1710	Introduction to Game Development	4	
DIG 1712	Level Building & Design	4	Prerequisite: CAP 2047, COP 2335, DIG 1430
DIG 2626	Artificial Intelligence	4	Pre/Corequisite: COP 1334
DIG 2717C	Game System Design	4	Prerequisite: DIG 1710, DIG 1712, MAC 1105