

INFORMATION TECHNOLOGY, GAME DEVELOPMENT, ASSOCIATE IN APPLIED SCIENCE (ITGD)

Curriculum

First Semester		Hours
CS 100	Introduction to Information Technology	3
CS 117	Fundamentals of Game Design Theory and Practice	3
CS 101	Introduction to Computer Science	3
ENG 100	English Composition I	3
Select one of the following:		3-4
MAT 120	Modern College Mathematics	
MAT 121	Introduction to Probability and Statistics	
MAT 135	Business Precalculus	
MAT 151	College Algebra	
MAT 160	Calculus I	
Hours		15-16
Second Semester		Hours
IMM 120	Web Page Design and Development	3
CS 118	Game Creation Development	3
ENG 112	English Composition II: Writing About Literature	3
CS 104 or CS 110	Introduction to Java Programming or Introduction to C++	3
Mathematics Elective		3-4
Hours		15-16
Third Semester		Hours
CS 119	Introduction to Computer Game Programming	3
NET 110	Network Communications	3
IMM 201	Audio and Video for Multimedia	3
CS 106 or IMM 110	Art and Animation or Multimedia Graphics & Design	3
CS 204 or CS 210	Intermediate Java Programming or Object Oriented C++	3
Hours		15
Fourth Semester		Hours
CS 250	Digital Portfolio Development	3
Any transferable Scientific Inquiry (SI) designated Science course		4
Humanities Elective		3
Any transferable Oral Communication (OC) designated course		3
Any transferable Diversity and Social Justice (DJ) and Global Understanding (GU) designated Social Science course		3
Hours		16
Total Hours		61-63

Notes

Scientific Inquiry designated courses (https://catalog.dccc.edu/academic-programs/college-academic-learning-goals/#SR_Course_List).

Oral Communication designated courses (https://catalog.dccc.edu/academic-programs/college-academic-learning-goals/#OC_Course_List).

Diversity and Social Justice and Global Understanding designated courses (https://catalog.dccc.edu/academic-programs/college-academic-learning-goals/#Dual_DJ_GU_CourseList).

Humanities Elective - Career Program

This list does not indicate College Academic Learning Goal designation (<https://catalog.dccc.edu/academic-programs/college-academic-learning-goals/>). Refer to your program curriculum for more information.

For career programs:

Code	Title	Hours
Courses listed under subject areas:		
ARB 101	(or above)	3
ART 100	Art and Child Development (or above)	3
COMM 100	Interpersonal Communication (or above)	3
DRA 100	Introduction to Theatre (or above)	3
ENG 112	English Composition II: Writing About Literature (or above)	3
FRE 101	Elementary French I (or above)	3
GER 101	(or above)	3
HUM 100	Introduction to Visual Arts (or above)	3
ITA 101	(or above)	3
MUS 101	Fundamentals of Music (or above)	3
PHI 100	Introduction to Philosophy (or above)	3
SPA 101	Elementary Spanish I (or above)	3

Mathematics Elective:

Code	Title	Hours
Select from one of the following sequences:		
MAT 120 & MAT 121	Modern College Mathematics and Introduction to Probability and Statistics	6
MAT 135 & MAT 136	Business Precalculus and Business Calculus	6
MAT 151 & MAT 152	College Algebra and Precalculus	8
MAT 160 & MAT 161	Calculus I and Calculus II	8