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

Part-Time Academic Plan

Course	Title	Hours
First Semester		
CS 100	Introduction to Information Technology	3
CS 117	Fundamentals of Game Design Theory and Practice	3
CS 101	Introduction to Computer Science	3
	Hours	**9**
Second Semester		
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	
IMM 120	Web Page Design and Development	3
	Hours	**9-10**
Third Semester		
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

	Hours	**9**
Fourth Semester		
Mathematics Elective		3-4
CS 119	Introduction to Computer Game Programming	3
NET 110	Network Communications	3
	Hours	**9-10**
Fifth Semester		
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	**9**
Sixth Semester		
CS 250	Digital Portfolio Development	3
Any transferable Scientific Inquiry (SI) designated Science course		4
Humanities Elective		3
	Hours	**10**
Seventh Semester		
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	**6**
	Total Hours	**61-63**

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).

Arts and Humanities Electives

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.

The subject areas listed are generally transferable to most institutions. However, transferability is always determined by the college or university you are planning to transfer to. Be sure to meet with a transfer advisor before making your course selections.

- ART - Art (https://catalog.dccc.edu/courses/course-descriptions/art/)
- COMM - Communication Studies (https://catalog.dccc.edu/courses/course-descriptions/comm/)
- DRA - Drama (https://catalog.dccc.edu/courses/course-descriptions/dra/)
- ENG - English (https://catalog.dccc.edu/courses/course-descriptions/eng/) (ENG 115 and above)
- HUM - Humanities (https://catalog.dccc.edu/courses/course-descriptions/hum/)
- MUS - Music (https://catalog.dccc.edu/courses/course-descriptions/mus/)
- PHI - Philosophy (https://catalog.dccc.edu/courses/course-descriptions/phi/)

Some programs specify or recommend a Foreign Language.

Code	Title	Hours
Foreign Languages:		
FRE 101	Elementary French I	
FRE 102	Elementary French II	
FRE 111	Intermediate French I	
FRE 112	Intermediate French II	
SPA 101	Elementary Spanish I	
SPA 102	Elementary Spanish II	
SPA 201	Intermediate Spanish I	
SPA 202	Intermediate Spanish II	

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