

# INTERACTIVE COMPUTING, ASSOCIATE IN APPLIED SCIENCE (IC)

## Full-Time Academic Plan

First Semester		Hours
CS 100	Introduction to Information Technology	3
CS 101 or CS 102	Introduction to Computer Science or Introduction to Python	3
ENG 100	English Composition I	3
Any Oral Communications (OC) designated course		3
Any Quantitative Reasoning (QR) designated MAT course <sup>1</sup>		3-4
<b>Hours</b>		<b>15-16</b>
Second Semester		
CS 104	Introduction to Java Programming	3
ENG 112	English Composition II: Writing About Literature	3
IMM 110	Multimedia Graphics & Design	3
IMM 120	Web Page Design and Development	3
Mathematics Elective <sup>2</sup>		3-4
<b>Hours</b>		<b>15-16</b>
Third Semester		
CS 200	UX Design	3
NET 110	Network Communications	3
Any Scientific Inquiry (SI) designated course		4
<b>CS Electives by Pathway</b>		<b>6</b>
For front-end developer:		
CS 130 & IMM 201	Introduction to Unity 3D and Audio and Video for Multimedia	
For back-end developer:		
Select Two:		
CS 204 or CS 214 or CS 240 or CS 113	Intermediate Java Programming or jQuery/JavaScript or Responsive Web Design or Database Management Systems	
For immersive media or game design developer:		
IMM 201	Audio and Video for Multimedia	
& Select One:		
CS 117 or CS 130	Fundamentals of Game Design Theory and Practice or Introduction to Unity 3D	
<b>Hours</b>		<b>16</b>
Fourth Semester		
CS 250	Digital Portfolio Development	3
Diversity and Social Justice AND Global Understanding designated course		3
<b>CS Electives by Pathway</b>		<b>9</b>
For front-end developer:		
CS 214 & CS 240	jQuery/JavaScript and Responsive Web Design	
& Select one IT/CS Elective		
For back-end developer:		
Select Three:		
CS 204 or CS 214 or CS 240 or CS 142 or CS 143	Intermediate Java Programming or jQuery/JavaScript or Responsive Web Design or Introduction to Cloud Computing Concepts and Administration using Microsoft Azure or Introduction to Cloud Computing Concepts and Administration using Amazon Web Services	
For immersive media or game design developer:		
CS 118 or CS 131	Game Creation Development or Virtual Asset Production	
CS 132 or CS 119	C# Programming for Interactivity or Introduction to Computer Game Programming	

CS 106 or CS 133	Art and Animation or Augmented, Mixed and Virtual Reality: XR Fundamentals	
Hours		15
Total Hours		61-63

Notes

Oral Communications (OC) designated courses

Quantitative Reasoning (QR) designated courses ([https://catalog.dccc.edu/academic-programs/college-academic-learning-goals/#QR\\_Course\\_List](https://catalog.dccc.edu/academic-programs/college-academic-learning-goals/#QR_Course_List))<sup>1</sup>

Scientific Inquiry (SI) designated courses

Diversity and Social Justice AND Global Understanding designated courses

<sup>1</sup>not MAT 125

<sup>2</sup>MAT 120 or higher (not MAT 125 or MAT 126)