

INTERACTIVE COMPUTING, ASSOCIATE IN APPLIED SCIENCE (IC)

Part-Time Academic Plan

Course	Title	Hours
First Semester		
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
Hours		9
Second Semester		
Any Oral Communications (OC) designated course		3
Any Quantitative Reasoning (QR) designated MAT course ¹		3-4
CS 104	Introduction to Java Programming	3
Hours		9-10
Third Semester		
ENG 112	English Composition II: Writing About Literature	3
IMM 110	Multimedia Graphics & Design	3
IMM 120	Web Page Design and Development	3
Hours		9
Fourth Semester		
Mathematics Elective ²		3-4
CS 200	UX Design	3
NET 110	Network Communications	3
Hours		9-10
Fifth Semester		
Any Scientific Inquiry (SI) designated course		4
CS Electives by Pathway		6
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 113 or CS 214 or CS 240	Intermediate Java Programming or Database Management Systems or jQuery/JavaScript or Responsive Web Design	
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	
Hours		10
Sixth Semester		
CS 250	Digital Portfolio Development	3
Diversity and Social Justice AND Global Understanding designated course		3
Hours		6
Seventh Semester		
CS Electives by Pathway		9
For front-end developer:		
CS 214 & CS 240	jQuery/JavaScript and Responsive Web Design	
For back-end developer:		
Select Three:		

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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	Game Creation Development	
CS 131	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	
		9
Hours		
Total Hours		61-63

Oral Communications (OC) designated courses

Quantitative Reasoning (QR) designated courses (https://catalog.dccc.edu/academic-programs/college-academic-learning-goals/#QR_Course_List)¹

Scientific Inquiry (SI) designated courses

Diversity and Social Justice AND Global Understanding designated courses

¹not MAT 125

²MAT 120 or higher (not MAT 125 or MAT 126)