

# Information Technology AAS Degree

## Game Design Specialization Advising Guide Track Sheet

Student \_\_\_\_\_ ID # \_\_\_\_\_  
 Advisor \_\_\_\_\_ Date \_\_\_\_\_  
 Email: \_\_\_\_\_ Cell : \_\_\_\_\_

Plan to Transfer to a University?  If yes, list degree and university. \_\_\_\_\_

**Note:** Students that plan to transfer after earning the degree should consult their IT Faculty Advisor at the beginning of studies to determine the appropriate transfer course requirements.

**Job Objective:** Entry Level Game Level Tween Designer, Game Tester or Programmer  
 If you enjoy video games, art and music, or want to use your creativity, earn this degree.

Semester		<b>1st Semester - Fall</b> _____			Grade
Planned	Actual				
_____	_____	CSC 110	Intro to Computing	3	_____
_____	_____	CSC 200	Introduction to Computer Science	4	_____
_____	_____	ITE 105	IT Careers & Cyber Ethics	2	_____
_____	_____	* ITP 160	Intro to Game Design & Development	3	_____
_____	_____	ENG 111	College Composition I (or ENG 115)	3	_____
_____	_____	SDV 100	College Success Skills	1	_____
				16	
		<b>2nd Semester - Spring</b> _____			Grade
Planned	Actual				
_____	_____	* DRF 238	Computer Aided Modeling I	3	_____
_____	_____	ITD 110	Web Page Design I	3	_____
_____	_____	ITN 106	Microcomputer Operating Systems	4	_____
_____	_____	ITP 112	Visual Basic .NET I	3-4	_____
			(or ITP 134 Visual C++ Programming or EGR 126 Programming for Engineers)		
_____	_____	MTH 151	Math for the Liberal Arts	3	_____
			(or MTH 115 or MTH 163)		
_____	_____	_____	Health or PE	1	_____
				17 - 18	
		<b>3rd Semester - Fall</b> _____			Grade
Planned	Actual				
_____	_____	* DRF 239	Computer Aided Modeling II	3	_____
_____	_____	* ITD 112	Designing Web Graphics (or PHT 164)	3	_____
_____	_____	ITP 120	Java Programming I	4	_____
_____	_____	CST 137	Oral Interpretation	3	_____
			(or CST 100 + Humanities/Fine Arts <sup>2</sup> )		
_____	_____	_____	Social Science Elective <sup>1</sup>	3	_____
_____	_____	_____	Health or PE	1	_____
				17	
		<b>4th Semester - Spring</b> _____			Grade
Planned	Actual				
_____	_____	BUS 116	Entrepreneurship	3 or 4	_____
			(or ACC 211 or BUS 165 or MKT 228)		
_____	_____	* ITD 212	Interactive Web Design	3	_____
_____	_____	ITP 220	Java II (or ITP 200 or CSC 202)	4	_____
_____	_____	ITP 251	Systems Analysis & Design	3	_____
			(or ITP 290 Internship or ITP 297 Co-op)		
_____	_____	PSY 126	Psychology for B&I (or PSY 200)	3	_____
				16 - 17	
<b>TOTAL MINIMUM CREDITS</b>				66 - 68	

\* indicates a specialization course.

(1) (2) Choose from social science electives and humanities/fine arts electives on page 27 of catalog.