IT Degree Game Design
Prerequisites Flowchart

Fall 1st Semester
- ITE 105 IT Careers & CyberEthics
- CSC 110 Intro to Computing
- ITP 160 Intro Game Design Dev
- CSC 200 Intro to CS

Spring 2nd Semester
- ITN 106 Micro O/S
- DRF 238 Computer Aided Modeling I
- ITD 110 Web Page Design I
- ITP 112 VB .NET I (or ITP 134 or EGR 126)

Fall 3rd Semester
- DRF 239 Computer Aided Modeling II
- ITP 112 Creating Web Graphics
- ITP 120 Java I

Spring 4th Semester
- BUS 116 (or ACC 211 or BUS 165 or MKT 228)
- ITP 251 Sys Analysis & Design (or Intern or Co-op)
- ITD 212 Interactive Web Design
- ITP 220 Java II

Critical Path Pre-requisites
IT Core Course
IT Specialization Course
Other Required Course

‘09–’10 Catalog

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