Information Technology AAS Degree
Game Design Specialization
Advising Guide Track Sheet

Student _________________________________  ID # ___________
Advisor _________________________________  Date ___________
Email: _________________ ____________________  Cell : ___________

Plan to Transfer to a University? Yes or No ___ Where? _________________________

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.
For more job and requirement information see page 77 of the NRCC catalog.

Planned  Actual  First Semester – Fall  Grade
______  ______  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 or 17

Planned  Actual  Second Semester - Spring  Grade
______  ______  *  CAD 238  Computer Aided Modeling I  3  ___
______  ______  ITD 110  Web Page Design I  3  ___
______  ______  ITN 106  Microcomputer Operating Systems  4  ___
______  ______  ITP 134  Visual C++ Programming I  4  ___
______  ______  (or ITP 112 or EGR 126)  4  ___
______  ______  MTH 151  Math for the Liberal Arts  3  ___
______  ______  (or MTH 115 or MTH 163)  3  ___
______  ______  Health or PE  1  ___
18

Planned  Actual  Third Semester – Fall  Grade
______  ______  *  CAD 239  Computer Aided Modeling II  3  ___
______  ______  *  ITD 112  Designing Web Graphics (or PHT 135)  3  ___
______  ______  ITP 120  Java Programming I  4  ___
______  ______  CST 137  Oral Interpretation  3  ___
______  ______  (or CST 100 + Humanities/FineArts 2 )  3  ___
______  ______  Social Science Elective  1  ___
______  ______  Health or PE  1  ___
17

Planned  Actual  Fourth Semester – Spring  Grade
______  ______  BUS 116  Entrepreneurship  3 or 4  ___
______  ______  *  ITD 120  Design Concepts for Mobile Applications  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)  3  ___
______  ______  PSY 126  Psychology for B&I (or PSY 200)  3  ___
16 or 17

TOTAL MINIMUM CREDITS 66 or 67

* indicates a specialization course.
(1) Students may choose from college approved social science electives on page 47 of catalog.
(2) Students may choose from college approved humanities/fine arts electives on page 47.