



## ASSOCIATE OF APPLIED SCIENCE

# COMPUTER SCIENCE & ENGINEERING – VIDEO GAME DESIGN AND DEVELOPMENT MAJOR

*The catalog in force is assigned to students based on the academic year they first applied to the college, and changes only when students change their major or request the change in writing. Refer to Policy No. 3357:15-13-28.*

2022-23 Catalog

Effective Summer 2022

# 5253

*Business, Engineering, and Information Technologies Division    Computer Science and Information Systems Department*

TECHNICAL Course Number	Course Title	Credits	Pre- and Co-Requisites	Completed Sem./Year
SGE221	Advanced Gaming and Simulation Topics ▲+	3	SGE222	
SGE222	3D Game Design and Development ▲-	3	SGE223	
SGE223	2D Game Design and Development ▲+	3	CSE122 <b>and</b> SGE121	
SGE224	Game Programming I ▲+	3	CSE122	
SGE225	Assets for Games ▲+	3	SGE121	
SGE226	Game Programming II ▲-	3	SGE224	
SGE230	Game Portfolio	3	pre-co-SGE221	
<b>Choose One Track from below:</b>				
<b>Web Design Track</b>				
WDD222	Advanced Cascading Style Sheets ▲+	3	WDD121	
WDD226	Web Development with PHP and MySQL	3	CSE122 <b>and</b> WDD121	
WDD221	Web Development with JavaScript ▲+	3	CSE122 <b>and</b> WDD121	
<b>Computer Science Track</b>				
CPD121	Data Modeling and Database Design ^	3	(IDS102 or Proficiency) <b>and</b> (ITD100 or Proficiency)	
CSE233	C++ Programming	3	CSE122	
CSE231	Java Programming	3	CSE122	
<b>Total</b>		<b>30</b>		
NON-TECH Course Number	Course Title	Credits	Pre- and Co-Requisites	Completed Sem./Year
SSC101	Student Success Seminar ^^	1	<i>Take first semester</i>	
COM121	Effective Speaking	3	None	
<b>or</b>	<b>or</b>	<b>or</b>	<b>or</b>	
COM122	Interpersonal Communication	3	None	
<b>or</b>	<b>or</b>	<b>or</b>	<b>or</b>	
COM123	Small Group Communication	3	IDS102 <b>or</b> Proficiency	
CSE121	Mobile Development Architecture	3	pre-co-CSE122	
CSE122	Programming Logic and Problem Solving ^	3	(IDS102 or Proficiency) <b>and</b> (ITD100 or Proficiency)	
SGE121	Game Design ^ ▲-	3	IDS102 <b>or</b> Proficiency	
ENG124	College Composition ^	3	Co-ENG024 <b>or</b> Co-ENG011 <b>or</b> Proficiency	
MTH135	Precalculus ^ – <i>A student may take MTH125 (College Algebra) and MTH130 (Trigonometry) over two semesters to satisfy this requirement.</i>	5	MTH025 <b>or</b> Proficiency	
WDD121	Internet Design and Development ^	3	(IDS102 or Proficiency) <b>and</b> (ITD100 or Proficiency)	
IMT129	Digital Audio Recording and Editing	3		
	<i>Select one (1) Arts &amp; Humanities Elective from the list below<sup>1</sup></i>	3	<i>Check for prerequisites</i>	
	<i>Select one (1) Social and Behavioral Sciences Elective from the list below<sup>2</sup></i>	3	<i>Check for prerequisites</i>	
<b>Total</b>		<b>33</b>		
<b>TOTAL CREDIT HOURS</b>		<b>63</b>		

*See footnotes on reverse side.*

FULL-TIME STUDENT ADVISING NOTES

Academic Advising

Students should make an appointment to see their advisor before registering for classes each semester. They should have prepared a completed registration form, including courses they wish to take, prior to this meeting.

Course Sequence

The semester-by-semester listing below provides the normal scheduling option for full-time associate degree students who plan to finish in two years.

<u>First Semester</u>		<u>Credit Hours</u>	<u>Pre- and Co-requisites</u>
SSC101	Student Success Seminar^^	1	<i>Take first semester</i>
MTH135	Precalculus^ – <i>A student may take MTH125 (College Algebra) and MTH130 (Trigonometry) over two semesters to satisfy this requirement.</i>	5	MTH025 <b>or</b> Proficiency
CSE122	Programming Logic and Problem Solving^	3	(IDS102 or Proficiency) <b>and</b> (ITD100 or Proficiency)
SGE121	Game Design^ ▲ -	3	IDS102 <b>or</b> Proficiency
WDD121	Internet Design and Development^	<u>3</u>	(IDS102 or Proficiency) <b>and</b> (ITD100 or Proficiency)
		<b>15</b>	
<u>Second Semester</u>			
<i>Track Elective I ▲</i>			
SGE224	Game Programming I ▲ +	3	<i>Check for prerequisites</i>
SGE225	Assets for Games ▲ +	3	CSE122
SGE223	2D Game Design and Development ▲ +	3	SGE121
ENG124	College Composition^	<u>3</u>	CSE122 and SGE121
		<b>15</b>	Co-ENG024 <b>or</b> Co-ENG011 <b>or</b> Proficiency
<u>Summer Semester</u>			
COM121	Effective Speaking	3	None
<b>or</b>	<b>or</b>	<b>or</b>	<b>or</b>
COM122	Interpersonal Communication	3	None
<b>or</b>	<b>or</b>	<b>or</b>	<b>or</b>
COM123	Small Group Communication	3	IDS102 <b>or</b> Proficiency
<i>Social and Behavioral Sciences Elective<sup>2</sup></i>		<u>3</u>	<i>Check for prerequisites</i>
		<b>6</b>	
<u>Third Semester</u>			
<i>Arts &amp; Humanities Elective<sup>1</sup></i>		3	<i>Check for prerequisites</i>
<i>Track Elective II ▲</i>		3	<i>Check for prerequisites</i>
SGE226	Game Programming II ▲ -	3	SGE224
SGE222	3D Game Design and Development ▲ -	3	SGE223
CSE121	Mobile Development Architecture	<u>3</u>	pre-co-CSE122
		<b>15</b>	
<u>Fourth Semester</u>			
<i>Track Elective III ▲</i>		3	<i>Check for prerequisites</i>
SGE221	Advanced Gaming and Simulation Topics ▲ +	3	SGE222
SGE230	Game Portfolio	3	pre-co-SGE221
IMT129	Digital Audio Recording and Editing	<u>3</u>	
		<b>12</b>	
	<b>TOTAL CREDITS</b>	<b>63</b>	

^Based upon SSC placement score

^^To promote student success, this course should be taken in the first semester

▲ Course offerings vary by semester. Please see your academic advisor for availability.

▲ - Fall only courses. Please see your academic advisor for availability.

▲ + Spring only courses. Please see your academic advisor for availability.

<sup>1</sup>Arts & Humanities Electives: ENG233, ENG234, ENG236, ENG237, HIS121, HIS122, PHL122

<sup>2</sup>Social and Behavioral Sciences Electives: PSC121, PSY121, PSY123, PSY124, PSY221, SOC121, SOC122, SOC123, SOC221, SOC225

See reverse side for Track Options.