



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.

2023-24 Catalog

Effective Summer 2023

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

See footnotes on reverse side.

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PART-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 part-time associate degree students who plan to finish in eight semesters.

First Semester

		<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 or Proficiency
CSE122	Programming Logic and Problem Solving [^]	<u>3</u>	(IDS102 or Proficiency) and (ITD100 or Proficiency)
		9	

Second Semester

ENG124	College Composition [^]	3	Co-ENG024 or Co-ENG011 or Proficiency
SGE224	Game Programming I ▲+	<u>3</u>	CSE122
		6	

Third Semester

WDD121	Internet Design and Development [^]	3	(IDS102 or Proficiency) and (ITD100 or Proficiency)
SGE121	Game Design [^] ▲-	<u>3</u>	IDS102 or Proficiency
		6	

Fourth Semester

SGE225	Assets for Games ▲+	3	SGE121
SGE223	2D Game Design and Development ▲+	3	CSE122 and SGE121
<i>Track Elective I ▲</i>		<u>3</u>	<i>Check for prerequisites</i>
		9	

Fifth Semester

COM121	Effective Speaking	3	None
or	or	or	or
COM122	Interpersonal Communication	3	None
or	or	or	or
COM123	Small Group Communication [^]	3	IDS102 or Proficiency
<i>Social and Behavioral Sciences Elective²</i>		<u>3</u>	<i>Check for prerequisites</i>
		6	

Sixth Semester

<i>Arts & Humanities Elective¹</i>		3	<i>Check for prerequisites</i>
<i>Track Elective II ▲</i>		3	<i>Check for prerequisites</i>
IMT129	Digital Audio Recording and Editing	<u>3</u>	
		9	

Seventh Semester

SGE222	3D Game Design and Development ▲-	3	SGE223
SGE226	Game Programming II ▲-	<u>3</u>	SGE224
CSE121	Mobile Development Architecture	<u>3</u>	pre-co-CSE122
		9	

Eighth Semester

<i>Track Elective III ▲</i>		3	<i>Check for prerequisites</i>
SGE221	Advanced Gaming and Simulation Topics ▲+	3	SGE222
SGE230	Game Portfolio	<u>3</u>	pre-co-SGE221
		9	
	TOTAL CREDITS	63	

[^]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.

¹Arts & Humanities Electives: ENG233, ENG234, ENG236, ENG237, HIS121, HIS122, PHL122

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

See reverse side for Track Options.