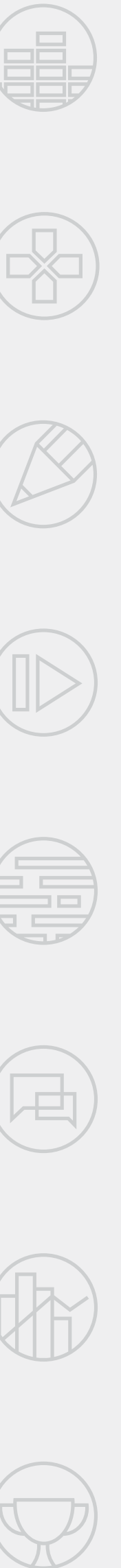




Degree PROGRAMS



Game Development

Undergraduate Degree Program - *Campus & Online*

OVERVIEW

The Game Development curriculum is designed to give you the programming skills and theory needed to excel in the world of game development. First, you will learn the details of a game development cycle from preproduction to finished product and begin to create simple games that will help to develop your programming and design skills. Then you will move into more complex and detailed tasks in courses such as Computer Graphics, Computer Architecture, Artificial Intelligence, and Software Engineering. Finally, you will focus these skills on a complete, playable game that you will design, develop, and produce from start to finish. This is part of a complete game development education that will get you ready to face the demands of the professional game world. In addition to learning the game development process, you will have courses focusing on probability, digital logic, and game architecture.

ASSOCIATE'S OBJECTIVE

The goal of the Game Development Associate of Science degree program is to provide you with the focused knowledge and understanding of game development useful in qualifying for entry-level industry positions as game programmers, tool programmers, and interface programmers. In addition to a strong coding foundation, skills developed in this program include creative presentation, as well as the math and physics required to model a realistic game world.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

BACHELOR'S OBJECTIVE

The goal of the Game Development Bachelor of Science degree program is to provide you with the focused knowledge and understanding of game development useful in qualifying for entry-level industry positions as game programmers, tool builders, network programmers, I/O programmers, collision-detection developers, artificial-intelligence programmers, engine builders, and interface programmers. Completing this degree program will enhance your ability to create program code for 3-D graphic display, multiplayer gaming, artificially intelligent opponents, and real-time virtual environments. Additional skills developed in this program include the proper presentation of game docs as well as the math and physics required to model a realistic game world.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Game Development

Undergraduate Degree Program - *Campus & Online*

Campus

Chronological Course Schedule by Months

	MONTH	CODE	COURSES	CREDIT HOURS
Bachelor's Program	Associate's Program	1	GEN1011 Creative Presentation	3.0
			DEP1013 Psychology of Play	3.0
	2	TEM1001 Technology in the Entertainment and Media Industries	4.0	
		MAD1100 Discrete Mathematics	4.0	
	3	COP1000 Programming I	4.0	
	4	COP2334 Programming II	4.0	
	5	SDV3111 Systems Programming	4.0	
		GDVC111 Professional Development Seminar I: Game Development*	1.0	
	6	COS119 Project and Portfolio I: Computer Science	3.0	
		ENC1101 English Composition I!*	4.0	
	7	SDV2213 Data Structures and Algorithms	4.0	
		GEN242 Linear Algebra	4.0	
	8	GDD258 Software Engineering	4.0	
		SDV3012 Applied Human-Computer Interaction	3.0	
	9	GEN262 Physics	4.0	
		GDB229 Project and Portfolio II: Game Development	3.0	
	10	GDB239 Project and Portfolio III: Game Development	3.0	
		GDVC222 Professional Development Seminar II: Game Development*	1.0	
	11	COD3412 Digital Logic	4.0	
		GDD291 Operating Systems	3.0	
12	COD3511 Computer Organization and Architecture	3.0		
	COD3315 Computer Graphics	3.0		
13	COD3622 Information and Database Systems	3.0		
	GDD245 3-D Content Creation	3.0		
14	GEN3322 Probability	4.0		
	GDB349 Project and Portfolio IV: Game Development	3.0		
15	COD3721 Computer Networks	3.0		
	GDD379 Engine Development	4.0		
16	CAP4053 Artificial Intelligence	4.0		
	GDB359 Project and Portfolio V: Game Development	3.0		
17	GDD483 Game Architecture	3.0		
	HIS3320 Historical Archetypes and Mythology [†]	4.0		
18	GDB469 Project and Portfolio VI: Game Development	3.0		
19	GDD4319 Game Integration	3.0		
20	GDB479 Project and Portfolio VII: Game Development	3.0		
	GDVC444 Career Readiness: Game Development*	4.0		

BACHELOR'S TOTAL CREDIT HOURS: 120

BACHELOR'S TOTAL WEEKS: 80

ASSOCIATE'S TOTAL CREDIT HOURS: 60

ASSOCIATE'S TOTAL WEEKS: 40