

Associate of Applied Business Degree Business

Information Technology and Computer Science

Computer Science/Programming

Interactive Game Programming Concentration (9252)

This option provides students with a concentration in programming in non-traditional entertainment environments. Students will gain experience with PC, Web, and robotics gaming environments.

First Semester:

ACCT 1100	Introduction to Financial Accounting	4
ENGL 1110*	English Composition I (A)	3
OR		
ENGL 1111	English Composition I (B)	
BUSM 1300	Introduction to Business	3
SPCH 1050**	Fundamentals of Public Speaking	2
OR		
SPCH 1150	Fundamentals of Interpersonal Communication	
(1st 8 weeks)		
ITIS 1005	Computers and Information Processing	3
(2nd 8 weeks)		
ITCS 1010	Programming Logic	3
ITON 1020	Using Microsoft Windows	1
OR		
ITON 1030	Using Microsoft Windows Vista	

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Second Semester:

ACCT 1200	Introduction to Managerial Accounting	3
ENGL 1121	English Composition II - Technical Focus	3
ITCS 1105	Web Programming I	2
ITCS 1810	Visual Basic.NET Programming I	3
OR		
ITCS 1820	Java Programming I	
OR		
ITCS 1840	Visual C#.NET Programming I	
ITIS 1012***	Applied Computer Mathematics	3
ITIS 1100	Internet: Services, Tools and Web Page Creation	2
ITIS 1120	Introduction to Flash	2

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Third Semester:

ITCS 1122	Flash ActionScript	2
ITCS 2010	Systems Analysis	3
ITCS 2854	Flash Game Programming I	2
ITCS 2860	Robotics for Game Programmers I	3
ITDB 1400	Introduction to Oracle SQL	2
ITIS 1115	Internet Technologies and Concepts	2
Choose course(s) from the Arts and Humanities Electives list		3

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Fourth Semester:

ECON 1150	Basic Economics	3
OR		
ECON 2600	Principles of Microeconomics	
ITCS 2855	Flash Game Programming II	2
ITCS 2861	Robotics for Game Programmers II	3
ITCS 2895	Interactive Game Programming Capstone	3
MATH 2130	Business Statistics I	3
Choose course(s) from the Technical/Related Electives list		3

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Program Total: 71

**English course selection is based on placement test results (ENGL 1111 is 4 credits, only 3 credits apply to the degree).*

***Students may substitute either SPCH 1000 or SPCH 1100. One of these 3 credit courses may be required for students transferring to a four-year college.*

****Students planning to transfer to a four-year college should take a sequence of math as advised by their counselor.*

Technical/Related Electives: minimum 3 credits

GRDS 1010	Visual Organization	3
GRDS 1015	Typography	3
GRDS 1020	Graphic Design	3
ITCS 1840	Visual C#.NET Programming I	3
ITCS 2105	Web Programming II	3
ITCS 2120	JavaScript Programming I	2
ITCS 2140	CGI Programming	3
ITON 1011	Comparative Analysis of Microcomputer	
		Operating Systems
		2
ITON 1725	Introduction to the Linux/Unix Operating System	2
Any Information Technology (ITCS, ITDB, ITIS, ITON) course(s) except ITIS 1000		

PHOT 1100 **Basic Photography** 3

OR

PHOT 1105 **Basic Photography - Digital**

PHOT 2300	Electronic Imaging I	3
PHOT 2350	Electronic Imaging II	3

Arts and Humanities Electives: minimum 3 credits

ARTS 1120, 2220, 2230, 2240; ENGL 2250, 2260, 2280, 2290; HUMX 1100, 1200; MUSC 1200, 2200, 2250; PHIL 1500, 2000