



Computer Information Technology

Game Development Certificate

This area of emphasis prepares you for entry-level positions in the gaming industry. It also allows you to develop strong technical skills in programming, which permits transfer to a four-year university.

Use this guide when planning your progress toward completion of the below requirements. In addition, students should meet with a faculty advisor for their area of emphasis each semester. Course semester offerings are subject to change.

Faculty Advisor(s):

Candace Garrod | 303-914-6445 | candace.garrod@rrcc.edu

Julie Schneider | 303-914-6247 | julie.schneider@rrcc.edu

Required Courses		Credits	Plan	Semesters Offered
CSC 119	Introduction to Programming: (Python)	3	Semester 1	Fall, Spring, Summer
CSC 126	Game Design and Development	3	Semester 1	Fall, Summer
CSC 160	Computer Science I: C++	4	Semester 2	Fall, Spring, Summer
CSC 217	Advanced Python Programming	3	Semester 3	Spring
CSC 200	Game Programming I	3	Semester 3	Spring
CIS 220	Fundamentals of UNIX	3	Semester 2	Fall, Spring, Summer
Choose 15 credit hours from the following:		15		
CIS 240	Database Design and Development (3)		Semester 2	Fall, Spring
CIS 243	Introduction to SQL (3)		Semester 2	Fall, Spring
CSC 161	Computer Science II: C++ (4)		Semester 3	Fall
CSC 228	Advanced 3D Game Development (3)		Semester 4	Spring
CSC 240	Java Programming (3)		Semester 3	Fall, Spring
CSC 241	Advanced Java Programming (3)		Semester 4	Spring
CSC 246	Mobile App Development (3)		Semester 4	Spring
CSC 280	Internship (3)		Semester 4	Fall, Spring, Summer
CNG 101	Networking Fundamentals (3)		Semester 1	Fall, Spring, Summer
CNG 131	Principles of Information Assurance (3)		Semester 1	Fall, Spring
or faculty advisor-approved electives				
Total Credits:		34		

Enroll online at www.rrcc.edu. For a complete listing of CIS programs, please visit www.rrcc.edu/cis or call 303-914-6430 for more information.