Game Development AAS Degree (2017-2018)

This area of emphasis prepares you for an entry-level position as a developer in the gaming industry. It also allows you to develop strong technical skills in programming, which permits transfer to a four-year university. The Computer Information Systems Associate of Applied Science degree prepares you for entry-level position. You must earn a minimum grade of C in all CIS, CNG, CSC, and CWB courses.

Prerequisite: Working knowledge of computers, computer basics and Community College Placement Test required scores.

Required General Education Courses		Credits
ENG 121	English Composition I	3
MAT 121	College Algebra (or higher)	4
Choose 1 from the following		**3**
Faculty approved Business Course (3)		
	Approved choices: BUS 115, BUS 120, BUS 216, BUS 226, MAN 210	
ACC 121	Accounting Principles I (4)	
Choose 1 from the following		**3**
ENG 122	English Composition II (3)	
ENG 131	Technical Writing (3)	
Choose 1 from the following		**3**
COM 115	Public Speaking (3)	
COM 125	Interpersonal Communication	
THE 118	Acting Skills: Trades/Business	
Credit from any two of the following three areas:		**6**
Arts & Humanities (ART, FRE, GER, HUM, ITA, JPN, LIT, MUS, PHI, RUS, SPA, THE)		
Natural & Physical Sciences (AST, BIO, CHE, ENV, GEY, PHY, SCI)		
Social & Behavioral Sciences (ANT, ECO, GEO, HIS, POS, PSY, SOC)		
Required Computer Courses		**Credits**
CSC 119	Introduction to Programming	3
CSC 126	Game Design and Development	3
CSC 160	Computer Science I: C++	4
CSC 217	Advanced Python Programming	3
CSC 200	Game Programming I	3
CIS 220	Fundamentals of Unix	3
CIS 268	Systems Analysis and Design - *Last Semester Course*	3
CIS 289	Capstone - *Spring Only*	3
Choose 15 Credits from the following		**15**
CIS 240	Database Design and Development (3)	
CIS 243	Introduction to SQL (3)	
CSC 161	Computer Science II: C++ (4)	
CSC 228	Advanced 3D Game Development (3)	
CSC 240	Java Programming (3)	
CSC 241	Advanced Java Programming (3)	
CSC 246	Mobile App Development (3)	
CSC 280	Internship (3)	
CNG 101	Networking Fundamentals (3)	
CNG 131	Principles of Information Assurance (3)	
Faculty Advisor Approved Elective (3)		
	Total Credits:	**62**

Faculty Advisor: Candace Garrod| candace.garrod@rrcc.edu

Game Development AAS Course Sequencing Plan

Semester 1:		
CSC 119		3
CSC 126		3
Ged Ed - ENG 121		3
Ged Ed - MAT 121		4
Gen Ed - Arts, Sciences, Social & Behavioral		3
Semester 2:		
CSC 160		4
CIS 220		3
COM 115 or COM 125		3
Choose 2 from the following		6
CIS 240		
CIS 243		
CNG 101		
Semester 3:		
Gen Ed - ENG 122 or ENG 131		3
Gen Ed - Arts, Sciences, Social & Behavioral		3
CSC 217		3
Choose 2 from the following that weren't choosen above for semester		6
CIS 240		
CIS 243		
CNG 101		
CSC 161 (Fall only)		
CSC 240		
CSC 241 (prereq: CSC 240 | Spring only)		
Semester 4:		
CSC 200 or substitute CSC 246		3
CSC 268		3
CIS 289 or CSC 280		3
BUS course		3
Choose 1 from the following that wasn't choosen above for semester 3		3
CIS 240		
CIS 243		
CNG 101		
CSC 161 (Fall only)		
CSC 240		
CSC 241 (prereq: CSC 240 | Spring only)		
CNG 131 (prereq: CNG 101)		
	Total Credits:	**62**

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