

PROGRAMS

INFORMATION TECHNOLOGY - GAMING & SIMULATION

The Information Technology (IT) curriculum prepares graduates for employment in the technology sector as designers, testers, support technicians, system administrators, developers, or programmers who use computer software and/or hardware to design, process, implement and manage information systems in specialties such as database services, security, business intelligence, healthcare informatics and others depending on the technical path selected within this curriculum.

Course work includes development of a student’s ability to create, store, communicate, exchange and use information to solve technical issues related to information support and services, interactive media, network systems, programming and software development, information security and other emerging technologies based on the selected area of study.

Graduates should qualify for employment in entry-level positions with businesses, educational systems, and governmental agencies which rely on computer systems to design and manage information. The program will incorporate the competencies of industry-recognized certification exams.

Associate in Applied Science Degree Program

		Course Hours Per Week		Semester Hours
First Semester (Fall)		Class	Lab	Credit
ACA-115	Success & Study Skills	0	2	1
CIS-110	Introduction to Computers	2	2	3
CIS-115	Intro to Prog & Logic	2	3	3
CTI-120	Network & Sec Foundation	2	2	3
DME-110	Intro to Digital Media	2	2	3
ENG-111	Writing and Inquiry	3	0	3
	Credit Hours	11	11	16

Second Semester (Spring)				
CET-111	Computer Upgrade/Repair I	2	3	3
CTI-110	Web, Pgm, & Db Foundation	2	2	3
CTS-115	Info Sys Business Concepts	3	0	3
ENG-112 or ENG-114	Writing/Research in the Disc or Prof Research & Reporting	3	0	3
MAT***	MAT-121 or MAT-143 or MAT-171	2-3	2	3-4
	Credit Hours	12-13	7	15-16

Third Semester (Summer)				
SGD-112	SGD Design I	2	3	3
SGD-114	SGD 3D Modeling I	2	3	3
SGD-174	SGD Level Design I	2	3	3

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		Course Hours Per Week		Semester Hours
Credit Hours		6	9	9
Fourth Semester (Fall)				
SGD-113	SGD Programming I	2	3	3
SGD-212	SGD Design II	2	3	3
SGD-214	SGD 3D Modeling II	2	3	3
***	Humanities/Fine Arts Elective	3	0	3
***	Technical Elective	0-2	2-30	3
Credit Hours		9-11	11-39	15
Fifth Semester (Spring)				
CSC-153	C# Programming	2	3	3
SGD-162	SGD 3D Animation I	2	3	3
SGD-289	SGD Project	2	3	3
***	Social/Behavioral Sciences Elective	3	0	3
Credit Hours		9	9	12
Total Required Minimum Semester Hours Credit				67

Technical Electives: Please select one course from the following.				
		Class	Lab	Credit
CSC-134	C++ Programming	2	3	3
CSC-139	Visual BASIC Programming	2	3	3
CSC-253	Advanced C# Programming	2	3	3
DME-120	Intro to Multimedia Appl	2	2	3
DME-140	Intro to Audio/Video Media	2	3	3
WEB-115	Web Markup and Scripting	2	3	3
WEB-182	PHP Programming	2	3	3

If you choose WBL as one Technical Elective, you must complete 3 Credit Hours from the classes below.

WBL-111	Work-Based Learning I	0	10	1
WBL-112	Work-Based Learning I	0	20	2
WBL-113	Work-Based Learning I	0	30	3
WBL-115	Work-Based Learning Seminar I	1	0	1
WBL-121	Work-Based Learning II	0	10	1
WBL-122	Work-Based Learning II	0	20	2

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