

GAME AND VISUALIZATION PROGRAMMING SPECIALIZATION (AAS)					
Intellectual Competencies*	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5
1 READING the ability to analyze and interpret a variety of printed materials - books, documents, and articles	ENGL 1301, MATH 1314	PHIL 2303, Social & Behavioral Sciences Elective			
2 WRITING the ability to produce clear, correct and coherent prose adapted to purpose, occasion and audience	ENGL 1301	<i>PHIL 2303, Social & Behavioral Sciences Elective</i>			
3 SPEAKING ability to communicate orally in clear, coherent, and persuasive language appropriate to purpose, occasion, and audience	ENGL 1301	<i>Social & Behavioral Sciences Elective</i>			Oral Communications Elective
4 LISTENING analyze and interpret various forms of spoken communication, possess sufficient literacy skills of writing, reading	ENGL 1301	<i>PHIL 2303, Social & Behavioral Sciences Elective</i>			Oral Communications Elective
5 CRITICAL THINKING Ability to apply both qualitative and quantitative skills analytically and creatively to subject matter to evaluate arguments and construct alternative strategies.	ENGL 1301, MATH 1314	PHIL 2303, MATH 1316, Social & Behavioral Sciences Elective			Oral Communications Elective
6 COMPUTER LITERACY understand our technological society, use computer based technology in communication, solving problems, acquiring information	ENGL 1301	<i>Social & Behavioral Sciences Elective</i>			Oral Communications Elective
Non-Core courses	COSC 1300	COSC 1320	GAME 2302	GAME 2341	GAME 1359
Non-Core courses	COSC 1315	ITSE 2321	Programming Elective	GAME 1343	GAME 2332
Non-Core courses	GAME 1303			ITSE 2317	GAME 2386 or Restricted Elective
Non-Core courses				Programming Elective	Restricted Elective
Non-Core courses				Restricted Elective	
*All competencies are expected to be performed above the 12th grade level					
Bold = competency addressed by this course					
<i>Italics (orange) = <25% likelihood of being addressed by this course</i>		<i>Italics (blue) = 51 - 75% likelihood of being addressed by this course</i>			
<i>Italics (red) = 25 - 50% likelihood of being addressed by this course</i>		<i>Italics (green) = >75% likelihood of being addressed by this course</i>			