

COMPUTER PROGRAMMING
Game and Visualization Programming
Associate of Applied Science Degree

Semester I

+	MATH 1314	College Algebra	3
	<i>ENGL 1301</i>	English Composition I	3
	<i>COSC 1300</i>	Introduction to Computing	3
	<i>COSC 1315</i>	Fundamentals of Programming	3
	GAME 1303	Introduction to Game Design and Development (Video Game Industry)	3
			16

Semester II

+	MATH 1316	Trigonometry	3
	PHIL 2303	Logic	3
+	COSC 1320	C++ Programming	3
+	ITSE 2321	Object-Oriented Programming: Java Social and Behavioral Science ¹	3
			15

Summer I

+	GAME 1343	Game and Simulation Programming I (Video Game Programming)	3
+	GAME 2302	Mathematical Applications for Game Development	3
			6

Semester III

+	ITSE 2431	Advanced C++ Programming	4
+	ITSE 2317	Java Programming, Intermediate	3
	GAME 2341	Game Scripting	3
+	GAME 2342	Game Development Using C++	3
+		Restricted Elective	3
			16

Semester IV

		Speech Elective	3
+	GAME 1359	Game and Simulation Programming II (Game Programming & Graphics)	3
+	GAME 2332	Project Development I (Capstone – Video Games)	3
+	GAME 2386	Internship OR Advanced Elective	3
+		Restricted Elective	3

15
Total 68

¹ Select from appropriate section of the General Education Course List.