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**Information Management & Design (1108017019)**

**Credential (AAS: Video Game Design 110801705)**

**Program Coordinator: Drew Hunt E-mail: andrew.hunt@kctcs.edu Phone: (859) 246-6287**

**Program Website:** [**https://bluegrass.kctcs.edu/education-training/program-finder/information-management-design.aspx**](https://bluegrass.kctcs.edu/education-training/program-finder/information-management-design.aspx)

**Student Name: Student ID:**

***Students need to be at KCTCS placement levels for all courses***

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| **First Semester** | **Credits** | **Term** | **Grade** | **Prereqs/Notes** |
| ENG 101 Writing I  | 3 |  |  |  |
| IMD 100 Digital Info and Comm Tech  | 3 |  |  |  |
| IMD 115 Introduction to Graphic Design  | 3 |  |  |  |
| IMD/CIT 124 Intro to Game Development | 3 |  |  |  |
| IMD/CIT 221 Computer Graphics | 3 |  |  |  |
| **Total Semester Credit Hours** | **15** |  |  |  |

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| **Second Semester** | **Credits** | **Term** | **Grade** | **Prereqs/Notes** |
| ENG 102 Writing II | 3 |  |  |  |
| IMD/CIT 222 3D Modeling | 3 |  |  | IMD/CIT 221 |
| IMD 126 Introduction to Desktop Publishing | 3 |  |  | IMD 100 or Equivalent Skills |
| Heritage/Humanities Course | 3 |  |  |  |
| Mathematics Course  | 3 |  |  |  |
| **Total Semester Credit Hours** | **15** |  |  |  |

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| **Third Semester** | **Credits** | **Term** | **Grade** | **Prereqs/Notes** |
| IMD 133 Beginning Web Design | 3 |  |  | IMD100 OR CIT105 |
| IMD/CIT 223 3D Animation | 3 |  |  | IMD/CIT 222 |
| IMD/CIT 273 Game Production | 3 |  |  | IMD/CIT 222 OR IMD/CIT 272 |
| IMD 275 Information Management & Comm | 3 |  |  |  |
| Social/Behavioral Sciences Course | 3 |  |  |  |
| **Total Semester Credit Hours** | **15** |  |  |  |

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| **Fourth Semester** | **Credits** | **Term** | **Grade** | **Prereqs/Notes** |
| IMD 270 Professional Practices  | 3 |  |  | Sophomore Status |
| IMD 271 Internship or COE 199 Co-Op | 3 |  |  | Consent of Instructor |
| IMD/CIT 274 Seminar in Game Development | 3 |  |  | IMD/CIT 223 OR IMD/CIT 273 |
| Natural Sciences Course | 3 |  |  |  |
| Game Design Option Course (see chart on page 2) | 3 |  |  |  |
| **Total Semester Credit Hours** | **15** |  |  |  |
| **Total Credential Hours** | **60** |  |  |  |

***Note: 25% of Total Program Credit Hours must be earned at Bluegrass Community and Technical College.***

**Advisor Name: Advisor Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Student Name: Student Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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| **Approved Electives (if applicable)** |
| IMD 180 Intermediate Web Design |  |
| IMD 232 Web Design with Dreamweaver |  |
| IMD 250 Digital Video Editing I |  |
| IMD 290 Photography |  |
| IMD 128 Raster Design w/Photoshop |  |
| IMD 127 Vector Design w/Illustrator |  |
| IMD 228 Advanced Photoshop |  |
| Other Video Game Design Courses Approved by Program Coordinator |  |
| Other IMD, CIT, Architecture, Business, Communications, Fine Arts, or Options Appropriate Courses Approved by Program Coordinator |  |
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