****

**Computer and Information Systems – Video Game Design**

**Associate in Applied Science degree**

**Program Coordinator: Robert Chirwa E-mail:** **robert.chirwa@kctcs.edu** **Phone: 859-246-6298**

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

**Student Name: Student ID:**

***Students must meet college readiness benchmarks as identified by the Council on Postsecondary Education or remedy the identified skill deficiencies.***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **First Semester** | **Credit Hours** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| CIT 105 Introduction to Computers | 3 |  |  |  |  |
| CIT 120 Computational Thinking | 3 |  |  |  |  |
| CIT/IMD 124 Introduction to Game Development | 3 |  |  | CIT 105 or IMD 100 |  |
| CIT/IMD 221 Computer Graphics | 3 |  |  | CIT 105 or IMD 100 |  |
| ENG 101 Writing I | 3 |  |  |  |  |
| **Total Semester Credit Hours** | **15** |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Second Semester** | **Cr. Hrs.** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| CIT 111 Computer Hardware and Software | 4 |  |  | CIT 105 |  |
| CIT 160 Introduction to Networking Concepts or CIT 161 Introduction to Networks | 4 |  |  | Coreq: CIT 111 |  |
| CIT/IMD 222 3D Modelling | 3 |  |  | CIT/IMD 221 |  |
| Approved Level I Programming Language | 3 |  |  |  | See list on back |
| MAT 126 Technical Algebra and Trigonometry or higher level Quantitative Literacy course | 3 |  |  |  | MAT 150 recommended |
| **Total Semester Credit Hours** | **17** |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Third Semester** | **Cr. Hrs.** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| CIT 170 Database Design Fundamentals | 3 |  |  | CIT 105 and (MAT 126 or MAT 085 or higher) |  |
| CIT 180 Security Fundamentals | 3 |  |  | CIT 160 or CIT 161 |  |
| CIT/IMD 223 3D Animation for Video Games | 3 |  |  | CIT/IMD 124 & CIT/IMD 222 | Fall only |
| CIT/IMD 273 Game Production | 3 |  |  | CIT/IMD 124 & CIT/IMD 222 | Fall only |
| Heritage or Humanities course | 3 |  |  |  |  |
| **Total Semester Credit Hours** | **15** |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Fourth Semester** | **Cr. Hrs.** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| CIT/IMD 274 Seminar in Game Development | 3 |  |  | CIT/IMD 223 & CIT/IMD 273 | Spring only |
| CIT 293 CIT Employability Skills | 1 |  |  | Sophomore standing |  |
| Video Game Design Elective | 3 |  |  |  |  |
| Natural Science Course | 3 |  |  |  |  |
| Social and Behavioral Sciences Course | 3 |  |  |  |  |
| **Total Semester Credit Hours** | **13** |  |  |  |
| **Total Degree Credit Hours** | **60** |  |  |  |

|  |
| --- |
| * **25% or more of Total Degree Credit Hours must be earned at BCTC**
* **Cumulative GPA must be 2.0 or higher**
 |

**Graduation Requirements:**

**Advisor Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Advisor Contact \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |
| --- |
| **Additional Information** |
| A grade of C or higher is required in each CIT, CS, IMD and INF course used to fulfill degree requirements. |

|  |
| --- |
| **APPROVED VIDEO GAME DESIGN ELECTIVES (Fourth Semester)** |
| **Course** | **Cr. Hrs.** | **Prerequisites** | **Notes** |
| CIT 238 Android Programming I | 3 | CIT 149 or INF 120 |  |
| Approved Level II Programming Language | 3 |  |  |

|  |
| --- |
| **APPROVED LEVEL I PROGRAMMING LANGUAGE COURSES** **(must be different from courses taken to fulfill other requirements)** |
| **Course** | **Cr. Hrs.** | **Prerequisites** | **Notes** |
| INF 120 Elementary Programming | 3 |  |  |
| CIT 140 JavaScript I | 3 | CIT 120 and either CIT 150 or CIT 155 | Spring only |
| CIT 143 C# I | 3 | CIT 120 |  |
| CIT 144 Python I | 3 | CIT 120 |  |
| CIT 148 Visual Basic I | 3 | CIT 120 | Fall only |
| CIT 149 Java I | 3 | CIT 120 |  |
| CIT 171 SQL I | 3 | CIT 120 and CIT 170 | Fall only |
| CS 115 Introduction to Computer Programming | 3 |  |  |

|  |
| --- |
| **APPROVED LEVEL II PROGRAMMING LANGUAGE COURSES**  |
| **Course** | **Cr. Hrs.** | **Prerequisites** | **Notes** |
| CIT 238 Android Programming | 3 | CIT 149 or INF 120 |  |
| CIT 249 Java II | 3 | CIT 149 |  |
| CIT 271 SQL II | 3 | CIT 171 |  |
| CS 215 Intro to Program Design, Abstraction, & Problem Solving | 4 | CS 115 |  |

|  |
| --- |
| **Embedded Credentials** |
| **Credential** | **Title** | **Requirements** | **Total Cr. Hrs.** |
| Certificate | A+ Prep | CIT 111 | 4 |
| Certificate | CIT Fundamentals | CIT 105, CIT 111, CIT 120, CIT 160 or CIT 161, CIT 170, CIT 180, Approved Level I Programming Language | 23 |
| Certificate | Computer Tech Basic | CIT 105, CIT 111, CIT 160 or CIT 161 | 11 |
| Certificate | Computer Technician | CIT 105, CIT 111, CIT 160 or CIT 161, CIT 180  | 14 |
| Certificate | Security+ Prep | CIT 180 | 3 |

|  |
| --- |
| * **25% or more of Total Certificate Credit Hours must be earned at BCTC**
* **Grade of C or higher in each course required for certificate**
 |

**Certificate Requirements:**