BLUEGRASS
COMMUNITY
& TECHNICAL **COLLEGE**

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**

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 150 or higher level Quantitative Reasoning course recommended	3				MAT 126 Technical Algebra and Trigonometry required
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**				

Graduation Requirements:

☐ **25% or more of Total Degree Credit Hours must be earned at BCTC**

☐ **Cumulative GPA must be 2.0 or higher**

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

Certificate Requirements:

☐ **25% or more of Total Certificate Credit Hours must be earned at BCTC**

☐ **Grade of C or higher in each course required for certificate**