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**Graphic Design and Library Technology – Video Game Design Track**

**Associate in Applied Science degree**

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

**Program Website: https://bluegrass.kctcs.edu/education-training/program-finder/graphic-design-and-library-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.***

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| **First Semester** | **Credit Hours** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| ENG 101 Writing I | 3 |  |  |  |  |
| IMD 100 Digital Information & Communication Technologies  | 3 |  |  |  |  |
| IMD 115 Introduction to Graphic Design  | 3 |  |  |  |  |
| IMD/CIT 124 Introduction to Game Development  | 3 |  |  | CIT 105 or IMD 100 or Consent of Instructor |  |
| IMD/CIT 221 Computer Graphics | 3 |  |  | CIT 105 or IMD 100 or Consent of Instructor |  |
| **Total Semester Credit Hours** | **15** |  |  |  |

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|  **Second Semester** | **Cr. Hrs.** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| ENG 102 Writing II  | 3 |  |  |  |  |
| IMD 126 Introduction to Desktop Publishing | 3 |  |  | IMD 100 |  |
| IMD/CIT 222 3D Modeling for Video Games | 3 |  |  | IMD/CIT 221 or Consent of Instructor |  |
| Heritage or Humanities course | 3 |  |  |  |  |
| Quantitative Reasoning course  | 3 |  |  |  |  |
| **Total Semester Credit Hours** | **15** |  |  |  |

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| **Third Semester** | **Cr. Hrs.** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| IMD 133 Beginning Web Design | 3 |  |  |  |  |
| IMD/CIT 223 3D Animation for Video Games | 3 |  |  |  |  |
| IMD/CIT 273 Game Production | 3 |  |  | IMD/CIT 222 AND IMD/CIT 272 or Consent of Instructor |  |
| IMD 275 Information Management and Communications |  |  |  |  |  |
| Social or Behavioral Sciences course | 3 |  |  |  |  |
| **Total Semester Credit Hours** | **15** |  |  |  |

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| **Fourth Semester** | **Cr. Hrs.** | **Term** | **Grade** | **Prerequisites** | **Notes** |
| IMD 270 Professional Practices  | 3 |  |  | Sophomore Status | Spring only |
| IMD 271 Internship OR COE 199 Cooperative Education | 3 |  |  | Consent of Instructor |  |
| IMD/CIT 274 Seminar in Game Development | 3 |  |  | IMD/CIT 223 AND IMD/CIT 273 OR Consent of Instructor |  |
| Natural Sciences course | 3 |  |  |  |  |
| Game Design Track course | 3 |  |  |  | See list on back. |
| **Total Semester Credit Hours** | **15** |  |  |  |
| **Total Degree Credit Hours** | **60** |  |  |  |

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

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

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| **Additional Information** |
| The Video Game Design Track of the Graphic Design and Library Technology program is available completely online. |

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| **Video Game Design Track Courses****(must be different from courses taken to fulfill other requirements)** |
| Course | Cr. Hrs. | Prerequisites | Notes |
| IMD 127 Vector Design with Illustrator | 3 | Coreq: IMD 100 or Consent of Instructor |  |
| IMD 128 Raster Design with Photoshop | 3 | IMD 100 or Consent of Instructor |  |
| IMD 180 Intermediate Web Design | 3 | IMD 133 or Consent of Instructor |  |
| IMD 210 Microsoft Office Applications | 3 | IMD 100 or Digital Literacy course or Consent of Instructor |  |
| IMD 228 Advanced Photoshop | 3 | IMD 115 and IMD 128 |  |
| IMD 240 Multimedia Development for the Web | 3 | IMD 133 or Consent of Instructor |  |
| IMD 250 Digital Video Editing I | 3 | IMD 100 or Consent of Instructor |  |
| IMD 290 Photography | 3 |  |  |
| IMD 294 Seminar in Information Management and Design | 3 | IMD 100 or Consent of Instructor |  |
| IMD 299 Selected Topics in Information Management and Design | 3 | Consent of Instructor |  |
| ENG 203 Business Writing | 3 | ENG 101 and either ENG 102 or Consent of Instructor |  |
| MKT 282 Principles of Marketing | 3 | BAS 160 or MGT 160 or Consent of Instructor | Same as BAS 282 |
| Other Video Game Design Courses approved by Program Coordinator | 3 |  |  |
| Other Information Management & Design, Computer & Information Technologies, Architectural, Business, Communication, Fine Arts or other Track Appropriate Courses approved by Program Coordinator | 3 |  |  |