[Computer and Information Technologies – Video Game Design Track](https://bluegrass.kctcs.edu/education-training/program-finder/computer-information-technology.aspx)

Associate in Applied Science

Coordinator: Robert Chirwa (robert.chirwa@kctcs.edu) 859-246-6298

Student Name: Student ID:

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

Semester 1 (All courses listed should be taken during the first semester)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Courses | Cr. Hrs. | Term | Grade | Prerequisites | Notes |
| CIT 105 Introduction to Computers  | 3 |  |  |  |  |
| CIT 120 Computational Thinking | 3 |  |  | Coreq: MAT 126 or higher |  |
| CIT/IMD 124 Intro 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 |  |  |  |  |

Semester 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Courses | Cr. Hrs. | Term | Grade | Prerequisites | Notes |
| CIT 111 Computer Hardware and Software | 4 |  |  | CIT 105 |  |
| CIT 160 Intro to Networking Concepts ORCIT 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 |
| MAT 150 or higher-level Quantitative Reasoning course recommended  | 3 |  |  |  | MAT 126 Technical Algebra and Trigonometry required  |
| Total Semester Credit Hours | 17 |  |  |  |  |

Semester 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Courses | 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 |  |  |  |  |

Semester 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Courses | 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 (Semester 4)**

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| --- | --- | --- | --- |
| 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 (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 Intro 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. Hours |
| 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.

*Reviewed by: Robert Chirwa Effective Term: Fall 2021*

 *Review Date: 03-10-2021*