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

Certificate

Coordinator: Robert Chirwa ([robert.chirwa@kctcs.edu](mailto: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)

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| --- | --- | --- | --- | --- | --- |
| 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 |  |
| Total Semester Credit Hours | 12 |  |  |  |  |

Semester 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Courses | Cr. Hrs. | Term | Grade | Prerequisites | Notes |
| CIT/IMD 222 3D Modelling | 3 |  |  | CIT/IMD 221 |  |
| Level I Web Programming Language | 3 |  |  |  | See list |
| Total Semester Credit Hours | 6 |  |  |  |  |

Semester 3

|  |  |  |  |  |  |
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| Courses | Cr. Hrs. | Term | Grade | Prerequisites | Notes |
| 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 |
| Total Semester Credit Hours | 6 |  |  |  |  |

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 |
| Video Game Design Elective | 3 |  |  |  |  |
| Total Semester Credit Hours | 6 |  |  |  |  |
| Total Certificate Credit Hours | 30 |  |  |  |  |

**Graduation Requirements:**

* 25% or more of Total Certificate Credit Hours must be earned at BCTC.
* Cumulative GPA must be 2.0 or higher.

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

**Approved Video Game Design Electives**

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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 Web Programming Language Courses**

|  |  |  |  |
| --- | --- | --- | --- |
| Course | Cr. Hrs. | Prerequisites | Notes |
| CIT 141 PHP I | 3 | CIT 120 |  |
| CIT 144 Python I | 3 | CIT 120 |  |
| CIT 148 Visual Basic I | 3 | CIT 120 |  |
| CIT 149 Java I | 3 | CIT 120 |  |

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

*Review Date: 03-10-2021*