Information Technology: Game and Simulation Programming
Student Educational Plan

Associate in Applied Science		
Fall Semester - 1st Year		
ACA 122	College Transfer Success	1
CTI 120	Network and Security	3
CTS 115	Information Systems Business Concepts	3
DBA 110	Database Concepts	3
ENG 111	Writing and Inquiry	3
NET 110	Network Concepts	3
Spring Semester – 1st Year		
SGD 112	SGD Design I	3
SGD 114	SGD 3D Modeling I	3
CTI 141	Cloud and Storage Concepts	3
MAT	Take MAT 110, 121,143,143,152, or 171	3-4
Summer Semester – 1st Year		
CIS 115	Introduction to Programming and Logic	3
CTI 110	Web, Programming, and Database Foundation	3
NOS 110	Operating Systems Concepts	3
SEC 110	Security Concepts	3
Fall Semester – 2nd Year		
CSC 118	Swift Programming	3
CSC 134	C++ Programming	3
SGD 212	SGD Design II	3
COM	COM 120 or COM 231	3
Spring Semester – 2nd Year		
CSC 218	Swift Programming II	3
WEB 182	PHP Programming	3
CTS 289 or WBL 111	Systems Support Project or Work-Based Learning	1-3
PSY 150	General Psychology	3
HUM/FA	HUM 110, HUM 115, or PHI 240	3
65 TOTAL CREDIT HOURS		

Note
This is a guide only.
Please speak to your student success representative for an official plan.

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