

Information Technology AAS Degree

Game Design Specialization

Advising Guide Track Sheet (Updated 11/7/16)

Student _____ ID # _____
 IT Faculty Advisor _____ Date _____
 Email: _____ Cell : _____
 Plan to Transfer to a University? Yes or No ___ Where? _____

Job Objective: Entry Level Game Designer, Game Designer or Game Technical Artist. If you enjoy video games, art and music, or want to use your creativity, earn this degree. This degree includes 15 hours of specialization courses, 30 hours of CS/IT coursework and 20 hours of general education. (For more job and requirement information see the 2016-17 NRCC catalog.)

Planned	Actual	First Semester – Fall 20__		Certification
_____	_____	CSC 110	Intro to Computing	3
_____	_____	CSC 200	Introduction to Computer Science	4
_____	_____	ITE 105	IT Careers & Cyber Ethics	2
_____	_____	* ITP 160	Intro to Game Design & Dev	3
_____	_____	ENG 111	College Comp I (or ENG 115**)	3
_____	_____	SDV 100	College Success Skills	1
				16

Planned	Actual	Second Semester – Spring 20__		Certification
_____	_____	* CAD 238	Computer Aided Modeling I	3
_____	_____	ITD 110	Web Page Design I	3
_____	_____	* ITD 112	Designing Web Graphics	3
_____	_____	ITP 134	Visual C++ Programming I (or ITP 112 Visual Basic or EGR 126)	4
_____	_____	MTH 151	Math for the Liberal Arts (or MTH 115** or MTH 163 Pre-calculus)	3
				16

Planned	Actual	Third Semester – Fall 20__		Certification
_____	_____	* ITD 212	Interactive Web Design	3
_____	_____	ITD 130	Database Fundamentals	4
_____	_____	ITN 101	Intro to Network Concepts	3
_____	_____	CSC 201	Computer Science I	4
_____	_____	1 _____	Social Science Elective	3
_____	_____	_____	Health or PE	1
				18

Planned	Actual	Fourth Semester – Spring 20__		Certification
_____	_____	BUS 116	Entrepreneurship (or ACC 211 or BUS 165 or MKT 228)	3-4
_____	_____	* ITP 165	Gaming and Simulation	3
_____	_____	2 CST 137**	Oral Interpretation (or CST 100 Public Speaking + Humanities/FineArts ²)	3
_____	_____	ITP 251	Systems Analysis & Design (or ITP 290 Internship or ITP 297 Co-op)	3
_____	_____	PSY 200	Principles of Psy (or PSY 126**)	3
				15-16
TOTAL MINIMUM CREDITS				65-66

* indicates a specialization course

** indicates a general education course that is NOT designed to transfer to a 4 year university

(1) Students may choose from college approved social science electives of 2016-17 NRCC catalog.

(2) Students may choose from college approved humanities/fine arts electives of 2016-17 NRCC catalog.