

Information Technology – Game and Simulation Programming – AAS (A25590G) - 66 Credit Hours 2018-2019

Fall – 1st Year				
Course Number	Course Name	Lec	Lab	Credit
CIS 110	Introduction to Computers (S)	2	2	3
CTI 110	Web, Pgm, & DB Foundation	2	2	3
CTI 120	Network & Sec Foundation (Network+) *	2	2	3
DBA 110	Database Concepts	2	3	3
ENG 111	Writing and Inquiry (S)	3	0	3
NOS 110	Operating Systems Concepts	2	3	3
Total				18

Fall – 2nd Year				
Course Number	Course Name	Lec	Lab	Credit
CTS 115	Info Sys Business Concepts	3	0	3
NOS 120	Linux/UNIX Single User (Linux+) *	2	2	3
SGD 111	Intro to Simulation & Game Dev	2	3	3
	Communications Elective			3
	Humanities/Fine Arts Elective			3
Total				15

- ★ - Designates classes preparing students to sit for listed CompTIA certification tests
- ★★ - Designates classes preparing students to sit for listed Microsoft certification tests
- ★★★ - Designates classes preparing students to sit for Cisco CCNA Routing/Switching test
- (L) - Designates classes that should be taken the last semester before graduating

Spring – 1st Year				
Course Number	Course Name	Lec	Lab	Credit
CSC 151	JAVA Programming	2	3	3
CTS 120	Hardware/Software Support (A+) *	2	3	3
CTS 125	Presentation Graphics (S)	2	2	3
CTS 155	Tech Support Functions (S)	2	2	3
NOS 130	Windows Single User (MCTS 70-680) (S) **	2	2	3
	Mathematics Elective (S)			3
Total				18

Spring – 2nd Year				
Course Number	Course Name	Lec	Lab	Credit
CTS 288	Professional Practices in IT (L)	2	2	3
or CIS 115	Intro to Programming & Logic	2	3	3
or WBL 110	World of Work	1	0	1
and WBL 111	Work-Based Learning I (and)	0	0	1
and WBL 115	Work-Based Learning Seminar I	1	0	1
DBA 120	Database Programming I	2	2	3
SEC 110	Security Concepts (Security+) *	2	2	3
SGD 112	Simulation & Game Dev Design	2	3	3
	Social/Behavioral Science Elective			3
Total				15

It is strongly recommended to take courses in bold during the 1st year.

(S) – Designates recommended classes for students starting in spring of the first year