



Computer Science: Game Developer Associate of Applied Science (A.A.S.)

2018–2019

DESCRIPTION:

The Computer Science Game Developer A.A.S. degree program is designed to provide students with a strong base of technical skills required for working in the game industry. The degree has a diverse curriculum of computer science courses targeted at providing students with an understanding of multiple aspects in the computer science field such as programming, troubleshooting, networking, and soft skills. In addition, many general courses provide students with transfer options for similar courses at four-year institutions. The program features a capstone course which places programmers and designers in the same environment. The purpose is to create a game of their own design. For more information, see csc.ccc.edu/computerscience.

ADMISSION REQUIREMENTS:

This is a non-selective, open-admission program.

ONGOING REQUIREMENTS:

Students must maintain the minimum overall GPA required by the College. Students should take a Social/ Behavioral Studies course that transfers if pursuing a four-year degree.

OPPORTUNITIES FOR GRADUATES:

Career:

Graduates are qualified for entry-level positions as developers in Unity3D in Game Studios.

Transfer:

There have been inquiries made to articulate with Shawnee State University, Miami University and Ohio University. There has been no formal agreement made to date. Individual courses, primarily the GenEd courses, already transfer to Ohio colleges. Game Developer degrees are appearing in curriculum listings of increasing numbers of universities.

DEGREE REQUIREMENTS (COMPUTER SCIENCE: GAME DEVELOPER A.A.S.):**FIRST SEMESTER**

Course	Term	Credits	Milestones/Progress Check
CSCI 1101 Computer Concepts & Applications (should transfer to most 4-year schools)	AU/SP/SU	3	
CSCI 1103 Introduction to Programming Logic	AU/SU	3	
COLS 1100 First Year Experience Seminar	AU/SP/SU	1	
ENGL 1100 Composition I	AU/SP/SU	3	
MATH 1111 Discrete Mathematics for Computing	AU/SP/SU	3	
IMM 1115 Survey of Gaming Industry	AU/SP/SU	3	
Semester Credits		16	

SECOND SEMESTER

Course	Term	Credits	Milestones/Progress Check
CSCI 1152 Networking Concepts	AU/SP	3	
CSCI 1145 HTML	AU/SP	3	
CSCI 1511 Python Programming	AU/SP	3	
SBS Elective (select from list)	AU/SP/SU	3	
IMM 1116 Storytelling for Games	AU/SP	3	
Semester Credits		15	

THIRD SEMESTER

Course	Term	Credits	Milestones/Progress Check
CSCI 1551 Concepts of 3D Game Engines (required to proceed to CSCI 2551)	SP	3	
CSCI 2447 JavaScript Fundamentals	AU/SU	3	
COMM 2204 Technical Writing	AU/SP/SU	3	
Semester Credits		9	

FOURTH SEMESTER

Course	Term	Credits	Milestones/Progress Check
CSCI 2521 C++ Programming	AU/SP	3	
CSCI 2541 Foundations of 2d Game Programming	AU	3	
IMM 1201 3D Modeling I	AU/SP/SU	3	
CSCI 2551 Graphics in 3D Game Engines	AU	3	
Semester Credits		12	

FIFTH SEMESTER

Course	Term	Credits	Milestones/Progress Check
CSCI 2556 3D Game Project (Capstone program for GAMEDEV)	SP	3	
IMM 1202 3D Modeling 2	SP	3	
HUM Elective*	AU/SP/SU	3	
NAT Elective*	AU/SP/SU	3	
Semester Credits		12	
Total		64	

*Select course that transfers if pursuing 4-year degree

AU: Autumn Semester/SP: Spring Semester/SU: Summer Semester; requirements subject to change.