ASSOCIATE OF APPLIED SCIENCE

COMPUTER SCIENCE & ENGINEERING – VIDEO GAME DESIGN AND DEVELOPMENT MAJOR

The catalog in force is assigned to students based on the academic year they first applied to the college, and changes only when students change their major or request the change in writing. Refer to Policy No. 3357:15-13-28.

5253

Stark State COLLEGE

MAP MY ACADEMIC PLAN

Business, Engineering, and Information Technologies Division   *Computer Science and Information Systems Department*

TECHNICAL Course Number	Course Title	Credits	Pre- and Co-Requisites	Completed Sem./Year
SGE221	Advanced Gaming and Simulation Topics▲+	3	SGE222	
SGE222	3D Game Design and Development▲-	3	SGE223	
SGE223	2D Game Design and Development▲+	3	CSE122 **and** SGE121	
SGE224	Game Programming I▲+	3	CSE122	
SGE225	Assets for Games▲+	3	SGE121	
SGE226	Game Programming II▲-	3	SGE224	
SGE230	Game Portfolio	3	pre-co-SGE221	
Choose One Track from below:				
Web Design Track				
WDD222	Advanced Cascading Style Sheets▲+	3	WDD121	
WDD226	Web Development with PHP and MySQL	3	CSE122 **and** WDD121	
WDD221	Web Development with JavaScript▲+	3	CSE122 **and** WDD121	
Computer Science Track				
CPD121	Data Modeling and Database Design^	3	(IDS102 or Proficiency) **and** (ITD100 or Proficiency)	
CSE233	C++ Programming	3	CSE122	
CSE231	Java Programming	3	CSE122	
Total		**30**		

NON-TECH Course Number	Course Title	Credits	Pre- and Co-Requisites	Completed Sem./Year
SSC101	Student Success Seminar^^	1	*Take first semester*	
COM121 **or** COM122 **or** COM123	Effective Speaking **or** Interpersonal Communication **or** Small Group Communication^	3 **or** 3 **or** 3	None **or** None **or** IDS102 **or** Proficiency	
CSE121	Mobile Development Architecture	3	pre-co-CSE122	
CSE122	Programming Logic and Problem Solving^	3	(IDS102 or Proficiency) **and** (ITD100 or Proficiency)	
SGE121	Game Design^▲-	3	IDS102 **or** Proficiency	
ENG124	College Composition^	3	Co-ENG024 **or** Co-ENG011 **or** Proficiency	
MTH135	Precalculus^ – *A student may take MTH125 (College Algebra) and MTH130 (Trigonometry) over two semesters to satisfy this requirement.*	5	MTH025 **or** Proficiency	
WDD121	Internet Design and Development^	3	(IDS102 or Proficiency) **and** (ITD100 or Proficiency)	
IMT129	Digital Audio Recording and Editing	3		
	Select one (1) Arts & Humanities Elective from the list below[1]	3	*Check for prerequisites*	
	Select one (1) Social and Behavioral Sciences Electivefrom the list below[2]	3	*Check for prerequisites*	
Total		**33**		
TOTAL CREDIT HOURS		**63**		

See footnotes on reverse side.

Students completing this degree may be eligible to also receive a Video Game Design Career Enhancement Certificate (5256).

FULL-TIME STUDENT ADVISING NOTES

Academic Advising

Students should make an appointment to see their advisor before registering for classes each semester. They should have prepared a completed registration form, including courses they wish to take, prior to this meeting.

Course Sequence

The semester-by-semester listing below provides the normal scheduling option for full-time associate degree students who plan to finish in two years.

First Semester		Credit Hours	Pre- and Co-requisites
SSC101	Student Success Seminar^^	1	*Take first semester*
MTH135	Precalculus^ – *A student may take MTH125 (College Algebra) and MTH130 (Trigonometry) over two semesters to satisfy this requirement.*	5	MTH025 **or** Proficiency
CSE122	Programming Logic and Problem Solving^	3	(IDS102 or Proficiency) **and** (ITD100 or Proficiency)
SGE121	Game Design^▲-	3	IDS102 **or** Proficiency
WDD121	Internet Design and Development^	3	(IDS102 or Proficiency) **and** (ITD100 or Proficiency)
		15	
Second Semester			
Track Elective I▲		3	*Check for prerequisites*
SGE224	Game Programming I▲+	3	CSE122
SGE225	Assets for Games▲+	3	SGE121
SGE223	2D Game Design and Development▲+	3	CSE122 and SGE121
ENG124	College Composition^	3	Co-ENG024 **or** Co-ENG011 **or** Proficiency
		15	
Summer Semester			
COM121	Effective Speaking	3	None
or	**or**	**or**	**or**
COM122	Interpersonal Communication	3	None
or	**or**	**or**	**or**
COM123	Small Group Communication^	3	IDS102 **or** Proficiency
Social and Behavioral Sciences Elective²		3	*Check for prerequisites*
		6	
Third Semester			
Arts & Humanities Elective¹		3	*Check for prerequisites*
Track Elective II▲		3	*Check for prerequisites*
SGE226	Game Programming II▲-	3	SGE224
SGE222	3D Game Design and Development▲-	3	SGE223
CSE121	Mobile Development Architecture	3	pre-co-CSE122
		15	
Fourth Semester			
Track Elective III▲		3	*Check for prerequisites*
SGE221	Advanced Gaming and Simulation Topics▲+	3	SGE222
SGE230	Game Portfolio	3	pre-co-SGE221
IMT129	Digital Audio Recording and Editing	3	
		12	
	TOTAL CREDITS	**63**	

^Based upon SSC placement score

^^To promote student success, this course should be taken in the first semester

▲ Course offerings vary by semester. Please see your academic advisor for availability.

▲- Fall only courses. Please see your academic advisor for availability.

▲+ Spring only courses. Please see your academic advisor for availability.

¹Arts & Humanities Electives: ENG233, ENG234, ENG236, ENG237, HIS121, HIS122, PHL122

²Social and Behavioral Sciences Electives: PSC121, PSY121, PSY123, PSY124, PSY221, SOC121, SOC122, SOC123, SOC221, SOC225

See reverse side for Track Options.