

COMPUTER INFORMATION SYSTEMS

SIMULATION AND GAME DEVELOPMENT (GSP)

27 CREDIT CAREER CERTIFICATE

This curriculum is designed to give students a basic understanding of the game and simulation programming development process. The career certificate can lead to the Associate in Applied Science degree in Computer Science or prepare students for transfer to a Bachelor Program in this specialty.

FIRST SEMESTER		CREDIT HOURS
CIS	105	Programming Logic..... 3
CPS	111	Business Computer Systems 3
CPS	122	Multimedia Applications 3
MAT	105	College Algebra 4
		Total 13

SECOND SEMESTER		
CPS	200	C++ Programming 3
GSP	111	Game Development Essentials 3
MAT	181	Discrete Mathematics 3
PHY	101	General Physics 5
		Total 14

Overall Total 27

NOTES:

Candidates for the career certificate must earn a minimum of 27 semester hours as distributed above.

The career certificate can lead to the Computer Information Systems Associate in Applied Science degree or prepare students for transfer to a four-year college or university in this specialty.