**Gaming and Mobile Applications**

**Catalog Year: 2020-2021**

**Developmental Requirements: Satisfy/Finish MTE 3 AND Satisfy/Finish ENF 3**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Grade/Semester  Completed |  | Course # |  | Course title | Credits |
| **First Semester** |  |  |  |  |  |
| / |  | AST 114 |  | Keyboarding for Information Processing | 2 |
| / |  | ITE 115 |  | Intro to Computer Applications & Concepts | 3 |
| / |  | ITP 100 |  | Software Design | 3 |
| / |  | ITP 160 |  | Intro to Game Design & Development | 3 |
| / |  | MTH 130 |  | Fundamentals of Reasoning **OR**  Approved Sub | 3 |
| / |  | SDV 100 |  | College Success Skills | 1 |
|  |  |  |  | **Total** | **15** |
| **Second Semester** |  |  |  |  |  |
| / |  | ART 180 |  | Intro to Computer Graphics **OR**  Approve Sub | 3 |
| / |  | ECO 120 |  | Survey of Economics | 3 |
| / |  | ITP 136 |  | C# Programming I | 4 |
| / |  | ITN 102 |  | Intro to Networked Client Operating Systems (LAN) | 4 |
| / |  | ITP 165 |  | Gaming and Simulation | 3 |
|  |  |  |  | **Total** | **17** |
| **Third Semester** |  |  |  |  |  |
| / |  | ENG 131 |  | Technical Report Writing I | 3 |
| / |  | ITP 120 |  | Java Programming I | 4 |
| / |  | ITE 150 |  | Desktop Database Software | 4 |
| / |  | HLT/PED |  | Approved Wellness Elective | 1 |
| / |  | HUM |  | Humanities Elective | 3 |
|  |  |  |  | **Total** | **15** |
| **Fourth Semester** |  |  |  |  |  |
| / |  | BUS 100 |  | Introduction to Business | 3 |
| / |  | BUS 236 |  | Communication in Management | 3 |
| / |  | ITD 120 |  | Design Concepts for Mobile Apps | 4 |
| / |  | ITP 214 |  | Windows Mobile Development | 4 |
| / |  | ITP 265 |  | Application of Modeling & Simulation | 4 |
|  |  |  |  | **Total** | **18** |
|  |  |  | | |  |
| **Total Completed** |  |  | | | **65** |

**Total Minimum Credits for the A.A.S. Degree in Information Systems Technology - Gaming and Mobile Application Development Specialization………………………………………………………………………………………...65**