Game & Simulation Development

Associate of Applied Science Degree Frederick Community College Pathway Frederick Community College

Catalog Year 2017-2018

Guided Pathway to Success (GPS) Suggested schedules map your path to degree completion.

Full-time student: Follow the green semester blocks in order.

Part-time student: Follow the blue course sequence at your own pace.

Students should meet with an advisor each semester to carefully select and sequence courses based on their specific academic goals and interests. Visit Jefferson Hall or call 301.846.2471 (301.846.2625 TDD) for advising.

Students who take fewer than 15 credits each semester or who require developmental English or Math coursework will need additional semesters to complete their degrees. Summer and January term classes may help students to make faster progress.

General Education CORE courses can often be taken in any semester. One course must be designated as a Cultural Competence course. A minimum of nine credits must be taken at the 200 level. Refer to the college catalog for course details and the list of General Education and Cultural Competence classes. http://www.frederick.edu/classschedules.aspx#catalog

Students are strongly recommended to consult an FCC advisor to select elective courses. Students planning to transfer may also reference ARTSYS, the Maryland Articulation System, www.artsys.usmd.edu

www.artsys.usmd.edu.



Take this course within the first 24 credits.

within recommend credit range to stay on track for completion.

Milestone course – take

This course is offered in the fall semester only.



This course is offered in the spring semester only.

1 Gen Ed CORE EN 101 English Composition ① 3 credits 2 Gen Ed CORE Mathematics Gen Ed (MA 206 recommended) ① 3/4 credit 3 Departmental Requirement CIS 106 Object Design & Programming ✓ 3 credits 4 Departmental Requirement CIS 175 Game Theory & Design 3 credits 5 Departmental Requirement CIS 176 Game Creation 3 credits 6 Gen Ed CORE Arts & Humanities Gen Ed 3 credits 7 Departmental Requirement Elective 3 credits 8 Departmental Requirement CIS 177 Interactive 3D Technology 3 credits 9 Departmental Requirement CIS 178 3D Modeling & Animation 3 credits 10 Departmental Requirement CIS 178 3D Modeling & Animation 3 credits 11 PE/Health PE/Health Requirement 1 credit 12 Departmental Requirement CIS 226 Game Scripting 3 credits 13 Departmental Requirement Game Programming 4 credits 14 Departmental Requirement CIS 203 Systems Analysis & Design 3 credits 14 <th>1</th> <th>Recommend</th> <th>ed First Semester</th> <th></th> <th></th>	1	Recommend	ed First Semester		
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