

FCC Curriculum Pathway

The Curriculum Pathway provides full-time students with a **suggested** guide for completing an Associate degree in two years (four semesters). Students who choose to take less than 15 credits per semester or who require Developmental English and/or Math will need additional semesters to complete their degrees. Taking classes in the Summer and/or January terms allow students to catch up and stay on target. **It is recommended all students meet with an Advisor each semester to carefully select and sequence courses based on their specific interests and needs.** Using the Curriculum Pathway along with the PeopleSoft Degree Plan allows students to track their progress towards graduation.

Major: A.A.S., Game & Simulation Development

Catalog Year: Summer 2016-Spring 2017

Course Number	Course	Credit	Complete
First Year – First Semester			
EN 101	English Composition	General Education CORE 3	
	Mathematics (Prerequisite: MA 82) (MA 206 recommended)	General Education CORE 3 / 4	
CIS 106	Object Design & Programming (Prerequisite: EN50A and EN52 OR ESL95 and ESL99 and MA81)	General Education CORE 3	
CIS 175	Game Theory & Design (Prerequisite: EN50A and EN52 OR ESL95 and ESL99)	3	
CIS 176	Game Creation (Co-requisite: CIS101/106/116F/116P/175)	3	
		Total Credits	15 / 16
First Year – Second Semester			
	Arts & Humanities	General Education CORE 3	
	Program Elective 1#	3	
CIS 177	Interactive #d Technology (Co-requisite: CIS101/106/116F)	3	
CIS 178	3D Modeling & Animation (Co-requisite: CIS 101/106/177)	3	
CIS 226	Game Scripting (Co-requisite: CIS 106)	3	
		Total Credits	15
Second Year – First Semester			
	Social & Behavioral Sciences	General Education CORE 3	
	PE/HE Requirement	1	
CIS 227	Game Programming (Prerequisite CIS106)	4	
CIS 225C	Mobile App Programming (Prerequisite CIS106)	3	
CIS 203	Systems Analysis & Design (Prerequisite: CIS 106)	3	
		Total Credits	14
Second Year – Second Semester			
	Biological/Physical Sciences	General Education CORE 3	
	Any General Education Elective	General Education CORE 3	
CIS 228	Simulation & Game Development (Prerequisite: CIS 106)	4	
	Program Elective 2#	3	
	Program Elective 3#	3	
		Total Credits	16
Total Credits:			60

Students must complete their credit English and Mathematics within the first 24 credits.

General Education Electives can be taken in the semester that works best for the student's schedule.

Students are strongly recommended to consult an FCC advisor and to use ARTSYS, the Maryland Articulation System, <http://artsys.usmd.edu/> to select elective courses needed for transfer based on their intended major at their four-year college/university.

Developmental courses must be completed prior to enrolling into college-level courses in the major. See an advisor for further information, if needed.

_____ Reading I: EN51 or ESL70

_____ Reading II: EN52 or ESL72

_____ Writing I: EN50 or ESL71

_____ Writing II: EN50A or EN61 or ESL73

_____ Math: MA80, MA81, MA81B, MA82 or MA85