

GAME DEVELOPMENT, A.A.S.

The **Game Development degree** prepares students to develop video games through application of game design elements and development tools used in the game industry.

For more information about Computer and Information Science, please visit the program page (<http://www.cod.edu/cis/>).

Degree Requirements

Field of Study Code: CIS.AAS.GAMEDV

Code	Title	Credits
Program Requirements		
CIS 1199	Introduction to Game Industry	2
CIS 1200	Game Design	3
CIS 1211	2D Game Development	3
CIS 1212	Game Asset Creation	3
CIS 1400	Programming Logic and Technique	4
CIS 1410	Introduction to Human Computer Interaction	3
CIS 2212	3D Game Development	4
CIS 2290	Game Development Capstone Project I	3
CIS 2291	Game Development Capstone Project II	3
PHYSI 1100	Physics	4
ART 1101	Drawing I	3
ENGLI 1101	English Composition I	3
or ENGLI 1105	Workplace Writing	
Select one of the following:		3
SPEEC 1100	Fundamentals of Speech Communication	
SPEEC 1120	Small-Group Communication	
SPEEC 1150	Introduction to Business Communication	
General Education		
Select one course from each category:		6
Social and Behavioral Sciences		
Mathematics (1000 level or above)		
Emphasis Courses		
Complete at least 1 Emphasis and any additional emphasis courses for a minimum of 17 credit hours.		17
Design Emphasis (p. 1)		
Programming Emphasis (p. 1)		
Animation Emphasis (p. 1)		
Total Credits		64

¹ In addition to the courses listed above.

General Education Requirements

For general education requirements for the A.A.S. degree, please visit the A.A.S. degree catalog page (<https://catalog.cod.edu/associate-degree-programs/associate-applied-science-degree/>).

Emphases

Design Emphasis

This emphasis focuses on Game Design.

Code	Title	Credits
CIS 1201	Advanced Game Design	3
CIS 2211	2D Game Scripting	3
CIS 2541	Introduction to C++ Programming	4
Total Credits		10

Programming Emphasis

This emphasis focuses on Game Programming.

Code	Title	Credits
CIS 2211	2D Game Scripting	3
CIS 2220	Game Programming Using C++	3
CIS 2420	Microprocessor Assembly Language	4
CIS 2541	Introduction to C++ Programming	4
CIS 2542	Adv C++ With Data Structure Application	4
Total Credits		18

Animation Emphasis

This emphasis focuses on Game Animation.

Code	Title	Credits
MPTV 1311	Introduction to Animation	3
MPTV 1313	History of Animation	3
MPTV 1320	Experimental Animation	3
MPTV 1324	Motion Graphics and Special Effects I	3
MPTV 2331	3-D Animation I	3
MPTV 2332	Game Animation	3
or CIS 2332	Game Animation	
Total Credits		18