

GAME PROGRAMMING AND DEVELOPMENT, A.A.S.

The **Game Programming and Development degree** prepares students to develop video games using programming languages 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.GAMEP

Code	Title	Credits
Program Requirements		
CIS 1199	Introduction to Game Industry	3
CIS 1200	Game Design	3
CIS 1211	2D Game Development	3
CIS 1212	Game Asset Creation Ad File Optimization	3
CIS 1400	Programming Logic and Technique	4
CIS 2211	2D Game Scripting	3
CIS 2212	3D Game Development	4
CIS 2220	Game Programming Using C++	3
CIS 2420	Microprocessor Assembly Language	4
CIS 2541	C++ Language Programming	4
CIS 2542	Adv C++ With Data Structure Application	4
CIS 2770	Introduction to System Analysis & Design	3
CIS 2290	Game Development Capstone Project	4
PHYSI 1100	Physics	4
Select one of the following:		3-5
MATH 1115	Technical Mathematics I	
MATH 1428	College Algebra With Applications	
MATH 1431	Precalculus I	
MATH 1432	Precalculus II: Trigonometry	
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		
Humanities and Fine Arts		
Total Credits		64-66

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/>).