

NORTHWEST VISTA COLLEGE

GAME DEVELOPMENT

Specialization in Game Programming

ASSOCIATE OF APPLIED SCIENCE DEGREE PLAN

2009-2010 Catalog



The Game Programming specialization prepares students for entry-level positions in the video game industry using the principles and techniques of interactive game programming and software development. Students will learn various programming and scripting languages, data structures, game and software testing, game design, and game engine operation. Project management, creative design, teamwork and communication skills are integrated throughout this dynamic curriculum to prepare students to work on a creative team in the video game industry. Graduates of this program have advanced training in programming languages including Java and C++. These skills can be applied across industries which rely on software development and computer programming.

Because the Game and Programming work environments demand highly advanced skills, it is recommended that students consider this program as an entry point to continued higher education rather than as a terminal degree. Students should consider transfer plans with universities that offer Bachelors of Applied Science and/or Bachelors of Applied Technology Degrees.

Student: _____ Date: _____
LAST NAME FIRST NAME MI

Student ID # (SSN): _____ Academic Advisor: _____

Semester I		HOURS	Semester II		HOURS
__ECON 2301	OR ECON 2302	3	__ITSE 1307	Introduction to C++ Programming	3
__ENGL 1301	Composition I	3	__ITSE 2317	Java Programming	3
__GAME 1303	Introduction to Game Design and Development	3	__ITSW 1307	Introduction to Database	3
__ITSE 1302	Computer Programming	3	__PHIL 2303	Introduction to Logic	3
__MATH 1314	College Algebra	3	__SPCH 1321	Business and Professional Communication	3
Total		15	Total		15

Semester III		HOURS	Semester IV		HOURS
__GAME 1304	Level Design	3	__GAME 2332	Project Development I	3
__INEW 2340	Object Oriented Design	3	__GAME 2338	Game Testing	3
__ITCC 1401	Cisco Exploration 1 – Network Fundamentals	4	__GAME 2342	Game Development Using C++	3
__ITSE 2331	Advanced C++ Programming	3	__ITSE 2345	Data Structures	3
__ITSE 2357	Advanced Object-Oriented Design	3	Total		12
Total		16	Total		12

Semester V		HOURS
__GAME 2359	Game and Simulation Group Project	3
Total		3

NOTES: A course may be used only once to fulfill degree requirements.
 A grade of C or higher is required for all prerequisite and technical courses.
 While a grade of D or higher will satisfy NVC degree requirements for non-prerequisite courses, most institutions require a grade of C or higher in order for a course to be considered for transfer.
 Check with the transfer institution to ensure that the courses taken at NVC will apply to the appropriate degree program.
 *Select courses from the Core Curriculum selection list when specific courses are not listed.

Transfer coursework is *unofficial* until all official transcripts are evaluated and posted.