Four Year Curriculum Plan Template, Fall 2016

Major: SI20 - BS, Computer and Info Tech

Area of Emphasis: SI24 - Game/Simulation Development

Year One

Fall Semester		Spring Semester	
IST150 Spreadsheet & Database Prin	3 hours	Composition: ENG201 Advanced Composition - or ENG200H	3 hours
Phys or Nat Science: IST111 Living Systems or BSC104 Introduction to Biology	4 hours	CIT 163 Programming Practicum	3 hours
Social Science: w/ MC or Intl (CT)	3 hours	Phys or Nat Science: w/Lab	4 hours
Composition: ENG101 Beginning Composition (or equivalent) - or ENG200H	3 hours	FYS 100: FYS100 First Yr Sem Critical Thinking	3 hours
MTH Prerequisite (if necessary) or Free Elective	3 hours	Communication: CMM103 Fund Speech-Communication - or CMM104H	3 hours
Recommended Hours:16 hours		Recommended Hours:16 hours	

Year Two

Fall Semester		Spring Semester	
CIT 236 Data Structures	3 hours	IST264 Tech Foundations	3 hours
CIT 263 Web Programming I	3 hours	IST224 Intro to Forensic Science	4 hours
CIT 260 Instrumentation	3 hours	MTH 140 Applied Calculus	3 hours
MTH 160 Applied Math Reasoning (CT)	5 hours	CIT 238 Algorithms	3 hours
Fine Arts: ART112, MUS142, MUS200, MUS210, or THE112	3 hours	CIT313 Web Programming II	3 hours

Recommended Hours:17 hours Recommended Hours:16 hours

Year Three

Fall Semester		Spring Semester	
CIT 265 C# Programming	3 hours	CIT 333 Software Engineering II	3 hours
CIT 340 Game Development I:2D	3 hours	CIT 441 Game Development II:3D	3 hours
CIT 440 Computer Graphics for Gaming	3 hours	CIT 446 3D Modeling and Animation	3 hours
CIT 365 Database Management	3 hours	ART214 Propaganda/Surface 2D Images	3 hours
CIT 332 Software Engineering I	3 hours	Humanities or Literature: as Writing Intensive	3 hours

Recommended Hours: 15 hours Recommended Hours: 15 hours

Year Four

Fall Semester		Spring Semester	
MTH 329 Elementary Linear Algebra	3 hours	CIT 443 Game Development III:AI	3 hours
CIT 352 Network Protocols	3 hours	Writing Intensive Course	3 hours
CIT 447 Simulation Development	3 hours	Capstone: IST 491 - Senior Project II or IST 470 Internship	3 hours
CIT 448 Mobile Game Development	3 hours	MGT 320: Principles of Management or IST456	3 hours
ART Elective	3 hours		

Recommended Hours:15 hours Recommended Hours:12 hours