

Four Year Curriculum Plan Template, Catalog Term: Fall 2011

Major: SI20 - BS,Computer and Info Tech

Area of Emphasis: SI24 - Game Development

Select Catalog term to view: Fall 2011

Year One			
Fall Semester		Spring Semester	
IST160 Intro to Programming	3 hours	IST163 Programming Practicum	3 hours
Composition: ENG101 English Composition I (or equivalent) - or ENG200H in Fall 2	3 hours	IST260 Instrumentation I	3 hours
Phys or Nat Science: IST111 Living Systems - or BSC 120 (recommended if taking upper level BSC courses)	4 hours	FYS 100: FYS100 First Year Seminar	3 hours
CT Designated Course: IST120 Connections I (CT)	3 hours	Mathematics: MTH229 Calculus/Analytic Geom I	5 hours
Recommended Hours:	13 hours	Recommended Hours:	14 hours
Year Two			
Fall Semester		Spring Semester	
IST236 Data Structures	3 hours	IST224 Intro to Forensic Science	4 hours
IST238 Algorithms	3 hours	IST264 Technology Foundations	3 hours
IST263 Web Programming	3 hours	CT Designated Course: IST220 Connections II (CT)	3 hours
Composition: ENG201 Advanced Composition - or ENG200H	3 hours	Social Science: Multicultural or International	3 hours
Mathematics: IST130 Analy Meth I-1st Statistics	4 hours	Fine Arts: MUS142, ART112, or THE112	3 hours
Recommended Hours:	16 hours	Recommended Hours:	16 hours
Year Three			
Fall Semester		Spring Semester	
IST303 C# NET Programming	3 hours	IST301 Public Service Experience	1 hours
IST360 Game Development I:2D	3 hours	IST439 Game Development II:3D	3 hours
IST362 Network Protocols	3 hours	Humanities: Writing Intensive Humanities	3 hours
IST365 Database Management	3 hours	Elective (Can be used toward 2nd major, minor, or certificate)	3 hours
PHY201 General Physics	3 hours	Writing Intensive Literature	3 hours
PHY202 General Physics Lab	1 hours	Elective (Can be used toward 2nd major, minor, or certificate)	1 hours
Recommended Hours:	16 hours	Recommended Hours:	14 hours
Year Four			
Fall Semester		Spring Semester	
IST332 Software Engineering I	3 hours	IST460 Game Development III:AI	3 hours
IST438 Computer Graphics for Gaming	3 hours	Communication: CMM103 Fund Speech-Communication - or equivalent	3 hours
Capstone: IST490 Senior Project I	3 hours	Capstone: IST 491 - Senior Project II or IST 470 Internship	3 hours
Special Topics: ART 3D Animation course	3 hours	Elective (Can be used toward 2nd major, minor, or certificate)	4 hours
Elective (Can be used toward 2nd major, minor, or certificate)	3 hours	MGT 320 or IST 350	3 hours
Recommended Hours:	15 hours	Recommended Hours:	16 hours
Other Requirements:			
Minimum Number of Hours to Graduate:	120		
Minimum GPA to Graduate:	2.0 (a minimum of 40 upper level hours)		
Other:			
*If the MTH ACT score is less than 20, students take MTH 098 or MTH 099 then MTH 127 then 122 then IST 131 based on placement; if the MTH ACT score is 20, students take MTH 127 then MTH 122 then IST 131; if the MTH ACT score is 21 to 23, students take MTH 130 then MTH 122 then IST 131; if the MTH ACT score is 24 or greater, students take IST 131.			
Student choose an area of emphasis from			
<ul style="list-style-type: none"> • Computer Application Development. Courses for this area of emphasis include the core IST/CIT requirements, plus IST236, 238, 303, 332, 333, 334, 423, 430, and a technical elective. • Computer Forensics. Courses for this area of emphasis include the core IST/CIT requirements, plus the following courses: IST363, 447, 448, 449, 463, 464, CJ312, CJ326, and a technical elective. • Game Development. Courses for this area of emphasis include the core IST/CIT requirements, plus the following courses: IST 236, 238, 332, 303, 360, 438, 439, 460 and ART 3D Animation special topics course. • \$ Web Development. Through a unique opportunity and collaboration with the Graphics Design department in the College of Fine Arts, students within the Web Application Development area of emphasis may also obtain a minor in graphics design by taking 18 approved hours of ART courses: ART 214, 219, 312, 453, 454, and any ART course. 			

NOTES:

1. A minimum of **120** hours with **40** credit hours at the 300 - 499 level is required for graduation.
2. Core I courses include 3 hours of First Year Seminar (FYS) and 6 hours of Critical Thinking. Core II requires a minimum of 25 hours of 100 - 200 level courses including 6 hours of English Composition; 4 hours of Natural or Physical Science; and 3 hours of Communication, Fine Arts, Humanities, Mathematics, and Social Sciences. The College of Science requires 3 hours of Calculus which satisfies the Core II Mathematics requirement, Literature, 8 additional hours of Natural or Physical Science, and 40 hours of upper level credit.
3. Coursework listed as Elective may vary for each student. Students are strongly encouraged to use elective hours toward a 2nd major, minor or certificate program. Depending on the path chosen, students may not have electives because programs vary in length and minors range from 12 to 18 hours. Students should see advisors in S213/214 to select a path leading to completion of the program selected. These selections must be approved.
4. Students are strongly encouraged to select courses that meet two or more Core or College requirements. For example, a writing intensive literature course could satisfy the College of Science literature requirement as well as the Core II writing intensive requirement or an international or multicultural social science course could satisfy both the international or multicultural Core II requirement as well as the social science Core II requirement. See course attributes each semester for courses that meet two or more Core or College requirements.
5. If students follow this graduation plan and do not withdraw or fail classes, or change majors, they can graduate in four academic years. It is not necessary to take the courses in the specific order shown, however if students deviate from the courses approved in the mandatory advising sessions each semester, students may not be able to graduate in four years in accordance with the graduation plan.
6. Course offerings are subject to change semesters. Please consult each semesters schedule of courses for availability.