# ARTICULATION AGREEMENT FOR PROGRAMS OF STUDY LEADING TO A BACCALAUREATE DEGREE IN

### COMPUTER AND INFORMATION TECHNOLOGY – GAME DEVELOPMENT AREA OF EMPHASIS

# BETWEEN MARSHALL UNIVERSITY AND MOUNTWEST COMMUNITY & TECHNICAL COLLEGE

Marshall University and Mountwest Community & Technical College, in order to facilitate the efficient transfer of students between the two institutions, hereby establish this articulated program of study leading to the baccalaureate degree in Computer and Information Technology, specifically the Game Development Area of Emphasis, to be granted by Marshall University. The articulation agreement stipulates a course of study leading to an Associate degree, which, if satisfactorily completed by students at Mountwest Community & Technical College, will allow them to transfer into the Marshall University College of Science and obtain the Bachelor of Science degree in Computer and Information Technology.

The courses listed in this articulation agreement have been approved by both institutions as fulfilling the necessary and sufficient course requirements for the respective degrees.

Students working toward the degree will be encouraged to work with academic advisors to ensure their previous, current, and future courses fulfill the requirements listed herein. Course substitutions may be available upon the approval of the appropriate Marshall University department chair and academic dean.

Upon completion of the Associate degree, participating students will apply for admission to Marshall University and must meet all admission requirements prior to acceptance and matriculation.

The plan of study is presented as illustrative for full-time students who have fulfilled course prerequisites and completed courses as outlined. Each institution will present the courses in the sequence outlined in the plans of study.

Students who do not complete the sequence of courses outlined in the plan of study may require additional time and expense to complete the degree.

Marshall University and Mountwest Community & Technical College agree to monitor and support the provisions of these agreements to ensure program consistency and quality, and transferability of the benefit of the students of both institutions. Marshall University and Mountwest Community & Technical College agree to coordinate changes in the course content or requirements for any courses listed in the articulation agreement in order to ensure continued comparability between the courses offered by each institution.

Marshall University and Mountwest Community & Technical College agree to renegotiate this agreement as necessary due to changes in curriculum or graduation requirements implemented by either institution. This process will be the responsibility of the appropriate deans at both institutions.

Students pursuing the Bachelor of Science degree through one of these articulation agreements will be bound by the curriculum requirements in effect at the time they are officially accepted into the articulated program. The attached curriculum requirements dated February 16, 2015 will be in effect until officially changed and agreed upon by both institutions.

The terms of this agreement are hereby approved on October 6, 2015 by the respective administration of the two schools.

Gary C. White, Interim President

Marshall University

Keith J. Cotroneo, Ed.D., Ed.S. President

Mountwest Community and

Technical College

Gayle Ormiston, Senior Vice President and Provost

Marshall University

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Harry Faulk, D.A.

Executive Vice President/Chief

Academic Officer

# Bachelor of Science: Computer and Information Technology: Game Development

## Mountwest Community & Technical College

| Year One                                 |              |       |                                       |               |       |
|--|--------------|-------|---------------------------------------|---------------|-------|
| Fall Semester M                          | U Equivalent | Hours | Spring Semester                       | MU Equivalent | Hours |
| ENL 111 – Written Communication          | ENG 101      | 3     | COM 112 – Oral Communication          | CMM 103       | 3     |
| IT 101/102 — Fund Computers/Adv Comp App | MIS 200/IST  | 150 3 | IT 107 — Fundamentals of the Internet | IST 1XX       | 3     |
| IT 110 — Computer Skills for Designers   | IST 1XX      | 3     | IT 115 — Intro to Programming         | IST 163       | 3     |
| IT 171 – Introduction to Gaming          | IST 1XX      | 3     | IT 271 — Introduction to Gaming II    | IST 2XX       | 3     |
| Approved Math Elective                   |              | 3     | IT 298 — Gaming & Design Internship   | IST 2XX       | 1     |
| IT 298 – Gaming & Design Internship      | IST 2XX      | 1     |                                       |               |       |

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**Total Semester Hours** 

| Year Two                              |               |       |  |               |       |
|---------------------------------------|---------------|-------|--|---------------|-------|
| Fall Semester                         | MU Equivalent | Hours | Spring Semester                          | MU Equivalent | Hours |
| ENL 231 – Technical Reporting Writing | ENG 354       | 3     | IT 213 – Web Graphic Design              | IST 2XX       | 3     |
| IT 212 — Publishing on the Internet   | IST 2XX       | 3     | IT 242 — Emerging Web Technologies       | IST 263       | 3     |
| IT 215 — Advanced Programming         | IST 236       | 3     | IT 272 — Intro to 3D Modular Programming | IST 439†      | 3     |
| IT 250 — Applications to Database     | IST 2XX       | 3     | IT 277 — Management Information Systems  | MIS 2XX       | 3     |
| IT Elective                           |               | 3     | IT 298 – Gaming & Design Internship      | IST 2XX       | 1     |
| IT 298 – Gaming & Design Internship   | IST 2XX       | 1     |  |               |       |
| Total Semester Hours                  |               | 16    | Total Semester Hours                     |               | 13    |

### Marshall University

**Total Semester Hours** 

| Year Three                               |       |                                  |       |  |
|--|-------|----------------------------------|-------|--|
| Fall Semester                            | Hours | Spring Semester                  | Hours |  |
| IST 130 – Analytical Methods: Statistics | 4     | IST 238 – Algorithms             | 3     |  |
| IST 111 — Living Systems                 | 4     | MTH 140 – Applied Calculus       | 3     |  |
| IST 120 – Connections I (CT)             | 3     | IST 212 – Energy                 | 3     |  |
| IST 260 – Instrumentation                | 3     | MUS 142, ART 112, or THE 112     | 3     |  |
| ENG 201 – Advanced Composition           | 3     | IST 264 – Technology Foundations | 3     |  |

| Total Semester Hours           | 17 | Total Semester Hours             | 16 |
|--------------------------------|----|----------------------------------|----|
|                                |    | IST 301 – Public Service         | 1  |
| ENG 201 – Advanced Composition | 3  | IST 264 – Technology Foundations | 3  |
| IST 260 – Instrumentation      | 3  | MUS 142, ART 112, or THE 112     | 3  |
| IST 120 – Connections I (CT)   | 3  | IST 212 – Energy                 | 3  |

|                                  | Ye    | ear Four  |       |
|----------------------------------|-------|---|-------|
| Fall Semester                    | Hours | Spring Semester                                 | Hours |
| IST 303 – C# Net Programming     | 3     | IST 224 — Intro to Forensic Science             | 4     |
| IST 360 – Game Development I: 2D | 3     | Writing Intensive Humanities                    | 3     |
| IST 332 – Software Engineering I | 3     | IST 4XX – 3D Animation (course being developed) | 3     |
| IST 362 – Network Protocols      | 3     | IST 460 – Game Development III: AI              | 3     |
| IST 365 – Database Management    | 3     | IST 490 – Senior Project I                      | 3     |
| Total Semester Hours             | 15    | Total Semester Hours                            | 16    |

| Year Five                          |       |  |
|------------------------------------|-------|--|
| Fall Semester                      | Hours |  |
| IST 438 – Comp Graphics for Gaming | 3     |  |
| IST 491 – Senior Project II        | 3     |  |
| MGT 320 – Principles of Management | 3     |  |
| Multicultural/International        | 3     |  |
| Writing Intensive Literature       | 3     |  |
| Total Semester Hours               | 15    |  |

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#### Notes:

All students participating in this program will be required to complete Marshall University's general education and residency requirements not completed by courses completed at Mountwest Community & Technical College.

† This course will not fulfill Marshall University requirement for 300/400 level course work, but will fulfill degree requirements, and be included in the cumulative hours completed.