

ACADEMIC DEGREE MAP GAME DESIGN

ASSOCIATE OF APPLIED SCIENCE



	ASSOCIATE OF AP	PLIEDS	SCIENCE		
COURSE			CREDITS	COMPLETED	
ENG 110: Expository Writing (Required Common Core: English (Composition)		3		
MAT 100: Intro to College Mathematics I OR higher exc Common Core: Mathematical & Quantitative Reasoning	ept MAT 105 (Required		3		
GD 101: Intro to Games			3		
DD 101: Intro to the Digital Toolbox		A	3		
PSY 101 OR SOC 101: General Psychology OR Intro to S Common Core: Individual & Society)	ociology (Flexible		3		
SUB-TOTAL			15		
COURSE			CREDITS	COMPLETED	
ENG 111: Literature & Composition (Required Common Core:	English Composition)		3		
P REQUIRED COMMON CORE: LIFE AND PHYSICAL SCIENCES W/LAB			4		
GD 110: Visual Design for Games			3		
GD 102: Beyond Games*		<mark>,</mark>	3		
		0 🔸	3		
GD 105: Code for Art & Design					
GET AHEAD! TAKE CLASSES DURING THE SUMMER COURSE	SUB-TOTAL			COMPLETED	
DD 102: Media Design in the Digital Age*		0	3		
DD 102. Media Design in the Digital Age		**	J		
DD 112 OP DD 207: Motion Graphics and Animation Dr	aduction OP 2D	•		_	
DD 113 OR DD 207: Motion Graphics and Animation Pr Computer Animation	oduction OR 3D		3		
CD 201. Divital Camer		•	3		
GD 201: Digital Games		X	3		
FOREIGN LANGUAGE			4		
	SUB-TOTAL		13		
COURSE			CREDITS	COMPLETED	
GD 210: Game Studio		,	4		
FREE ELECTIVE: Writing Intensive Strongly Recommende	d		3		
FREE ELECTIVE. WHILING ITLENSIVE STRONGLY RECOMMENDE			3		
MAJOR ELECTIVE: See Notes**		,	3		
MAJOR ELECTIVE: See Notes**			3		
CSC 215 OR DD 112 OR DD 302 OR GD 205			3		
	SUB-TOTAL		16		
	TOTAL CREI	DITS	-		
You've FINISHED					

