A.A.S. Software Development – Game Prog - B.S. INFORMATION TECH
AAS.SD.GAME.PGMF

Bergen Community College Course **Kean University Equivalent Courses**

First Semester

Fundamentals of programming	CIS 165	3	Fundamentals of Comp. Sci.	CPS 1231	4
Intro. To Game Arch. & Design	GAM 110	3	Computer Systems	TECH 2920	3
Game Programming 2D	GAM 111	3	Computer Animation	TECH 2410	3
Intro to Information Technology	INF 101	3	IT Foundations	TECH 1010	3
English Composition	WRT 101	3	English Composition	ENG 1030	3
Humanities/Soc Sci Elective		3	Humanities/Soc Sci Elective	Various	3
Total		**18**			**19**

Second Semester

Adv. Programming Concept	CIS 265	3	Computer Org. & Prog	CPS 2231	4
Game Development 2D	GAM 211	3	Game Design and Develop.	TECH 3650	3
Introduction to Multimedia	INF 140	3	Free Elective	CPS 1001	3
Mathematics Elective	MAT ...	3/4	Math Elective	Math 1000/1054/2415	3/4
English Composition II or Technical Writing II	WRT 201 or WRT 202	3	Research & Technology or Technical Writing	GE 2024 or ENG 3090	3
Total		**15/16**			**16/17**

Third Semester

Data Structure & Algorithm	CIS 277	3	IT Data Structures & Prog	CPS 2240	3
Game Programming 3D	GAM 221	3	New Media Programming II	TECH 3602	3
Testing and Quality Assurance	INF 130	3	Free Elective	CPS 1002	3
Advance Multimedia	INF 230	3	New Media Programming I	TECH 3601	3
Restricted Elective	MAT/CIS	4	Tech Elective	TECH 1001	3
Total		**16**			**16/17**

Fourth Semester

Game Development 3D	GAM 211	3	Virtual and Augmented Reality	TECH 3640	3
Restricted Elective	INF	3	Tech Elective	TECH 1001	3
General Physics I	PHY 186	4	Lab Science Elective	Various	4
Writing/ Humanities Restricted Elective		3	Writing/Humanities Sci Elective	Various	3
Humanities/Soc Sci Elective		3	Humanities/Soc Sci Elective	Various	3
Total		**16**			**16**

Total Semester Hours: **65/66** **67/68**