

DAVENPORT UNIVERSITY - COMPUTER GAMING & SIMULATION*

BAS Degree Completion Transfer Guide

120 Semester Credit Hours

Effective Fall 2007 - Summer 2008

KELLOGG COMMUNITY COLLEGE

FIRST AND SECOND YEAR: COMPLETION OF ASSOCIATES DEGREE AT KELLOGG COMMUNITY COLLEGE

- Associates Degree In: Computer Programming
or
 Other AA degree

Students should consult with a Kellogg Community College advisor to determine requirements and required courses for Associates Degree.

THIRD YEAR

The following courses are required to be taken if not previously completed in the Associate Degree.

Please Note: Students may dual enroll at both Kellogg Community College and Davenport University to complete 3rd year courses.

Please see a Kellogg Community College advisor or Davenport University admissions representative for details.

Foundations of Excellence

Davenport Competency Requirement

- COMM120 Presentation Techniques.....
 ENGL109 Composition.....
 ENGL110 Advanced Composition.....
 ENGL311 Professional Writing
 FRSM100 Career & Education Seminar or Open Elective.
 MATH120 College Mathematics.....
MATH312 or Finite Math or
 MATH320 Introduction to Statistics.....

PHYS100 & Applied Physics &
 PHYS100L Applied Physics Lab.....
 SOS201 Diversity in Society.....
 HUMN Humanities Elective.....
 SOSC Social Science Elective.....
 SOSC Social Science Elective.....
 SCI/MATH Science/Math Elective.....

Kellogg Community College Equivalent

- COMM207 Public Speaking
ENG151 English Composition
ENG152 Freshman Composition II
ENGL201 Advanced Composition
ACCO101 General Accounting
MATH119 Applied Algebra/Trigonometry II
MATH130 or
BUAD112 Statistics or Business Statistics

PHYS111 Introductory Physics (includes lab)
HUMA205 Ethical Dilemmas in Modern Society
Creativity Elective
Global Awareness Elective (in SOC SCI area)
PSY201 Psychology
MATH118 Applied Algebra/Trigonometry

Foundations of Technology

- BITS211 Microcomputer Apps: Spreadsheets.....
 BUSN210 Professional Ethics.....
 CISP101 Computer Foundations.....
 MGMT211 Management Foundations.....
 MKTG211 Marketing Foundations.....

OIT182 Intermediate Excel (from elective list)
PHIL202 Introduction to Ethics
IT110 Intro to Management Info Systems
BUAD131 Principles of Management
BUAD251 Principles of Marketing

Major

- BITS302 Graphic Illustration Software.....
 CISP231 C++ Programming I.....
 CISP232 C++ Programming II.....
 CISP237 Java Programming I.....
 CISP239 Java Programming II.....
 CISP241 Visual Basic Programming I.....

GRDE250 Graphics
CP101 C++ Programming I
CP201 Programming II
CP210 Java Programming I
CP212 Programming II
CP102 Visual Basic I

FOURTH YEAR: Bachelor Degree Completion*

The following courses **must** be taken at Davenport University to meet residency and program specific major requirements. Please contact a Davenport University Admissions Representative with any questions.

Foundations of Excellence

- MATH200 Contemporary Allied Math

Foundations of Technology

- CISP111 Systems Foundations
 IAAS221 Security Foundations
 MGMT411 Project Management

Major

- CISP244 Introduction to Game Theory
 CISP250 Discrete Structures
 CISP280 Artificial Intelligence
 CISP312 Data Structures
 CISP335 Game Development
 CISP370 3D Game Development
 CISP448 Collaborative Game Development
 CISP497G Capstone/Computer Gaming

Open Electives

* The state of Michigan requires a minimum of 120 credit hours for Bachelors Degree completion. To meet this minimum, Open Electives may be required. Non-developmental level courses taken at your community college and not applied directly toward third year requirements will be applied in this area. An official evaluation of transfer credit will determine the need for electives.

Number of credits accepted in transfer:97

Number of credits to be completed after transfer:36

***This program can be completed at the following Davenport University Locations: Dearborn and Grand Rapids-Main Campus (Lettinga).**