



Computer Programming-Game Design Associate in Applied Science Degree (214)

BEGIN

SEMESTER 1 – FALL

	CREDITS	PREREQUISITE
<input type="checkbox"/> FYS 101 First Year Experience	1 credit	Prerequisite: see catalog
<input type="checkbox"/> ENGL 151 Freshman Composition	3 credits	Prerequisite: see catalog
<input type="checkbox"/> CET 123 Microsoft Windows Workstation	3 credits	Prerequisite: see catalog
<input type="checkbox"/> CP 101 C++ Programming 1	3 credits	Prerequisite: see catalog
<input type="checkbox"/> CP 103 Introduction to Programming Using Python	2 credits	Prerequisite: see catalog
<input type="checkbox"/> DBA 110 Introduction to Relational Databases	3 credits	

SEMESTER TOTAL CREDITS 15

SEMESTER 2 – SPRING

	CREDITS	PREREQUISITE
<input type="checkbox"/> CET 152 Introduction to LINUX/UNIX Workstation Administration	3 credits	Prerequisite: see catalog
<input type="checkbox"/> MATH 125 College Algebra	4 credits	Prerequisite: see catalog
<input type="checkbox"/> CP 102 Visual Basic 1	3 credits	Prerequisite: CP 101 or 103
<input type="checkbox"/> CET 115 Digital Logic Electronics and Application	3 credits	Prerequisite: see catalog
<input type="checkbox"/> CP 201 C++ Programming 2	3 credits	Prerequisite: CP 101

SEMESTER TOTAL CREDITS 16

SEMESTER 3 – FALL

	CREDITS	PREREQUISITE
<input type="checkbox"/> CP 210 Java Programming 1	3 credits	Prerequisite: CP 101 or 102
<input type="checkbox"/> IT 110 Information Technology and Project Management	3 credits	
<input type="checkbox"/> PSYC 201 Introduction to Psychology	3 credits	Prerequisite: see catalog
<input type="checkbox"/> DRAF 101 Engineering Graphics	4 credits	
<input type="checkbox"/> GRDE 135 Digital Illustration and Layout	3 credits	

SEMESTER TOTAL CREDITS 16

SEMESTER 4 – SPRING

	CREDITS	PREREQUISITE
<input type="checkbox"/> ART 227 Digital Color Photography	3 credits	Prerequisite: see catalog
<input type="checkbox"/> CP 213 Programming Mobile Application	3 credits	Prerequisite: CP 210 and 102
<input type="checkbox"/> GRDE 145 Digital Imaging	3 credits	
<input type="checkbox"/> ANIM 233 Introduction to 2-D Animation Techniques	3 credits	
<input type="checkbox"/> COMM 101 Foundations of Interpersonal Communication, OR COMM 111 Business and Technical Communication	3 credits	Prerequisite: see catalog

SEMESTER TOTAL CREDITS 15

SEMESTER 5 – FALL

	CREDITS	PREREQUISITE
<input type="checkbox"/> Comm 241 Foundations of Mass Communication OR PHIL 202 Introduction to Ethics	3 credits	Prerequisite: see catalog

SEMESTER TOTAL CREDITS 3

You're Finished! TOTAL CREDITS 65

NOTES

Check the KCC online Academic Catalog for degree and prerequisite criteria.

Students should seek advice from their Academic Advisor to ensure they are meeting program requirements.

It is the student's responsibility to verify the Michigan Transfer Agreement and all transfer courses with the transfer institution.

Information contained in the mapping document was, to the best knowledge of Kellogg Community College staff, considered correct when published. However, this mapping document should not be considered a contract between Kellogg Community College and any student.