

ASSOCIATE IN APPLIED SCIENCE DEGREE PROGRAM PROGRAMMING AND GAME DEVELOPMENT

121 CREDIT HOURS DEGREE

This program is offered at MSB Richfield and St. Cloud only.

OBJECTIVES

The Programming & Game Development Program is designed to provide students with the skills necessary to be employable in the general field of programming and software development. Additionally, students will have the ability to develop digital games from conception to completion. This program provides evidence of competencies in communications, social sciences, humanities and fine arts, analytical and inferential reasoning, and computational skills as well as the ability to learn on one's own.

CORE REQUIREMENTS

Class #	Class Name	Credits
CG131	Design Fundamentals	4
DB100	Introduction to Database	4
DB210	Database Design	4
GD101	Introduction to Game Architecture*	3
GD150	Game Interface Design & Theory*	3
GD155	Animation for Game Development I*	3
GD160	Mathematics for 3D Animation & Games*	4
GD200	Animation for Game Development II*	4
GD251	Flash Game Development*	4
GD252	Game Development using DirectX I*	4
GD310	Game Development using DirectX II*	3
GD320	Audio for Game Development*	3
GD330	Game Engine Programming*	4
GD350	Game Development Production*	5
NT105	Fundamentals of Computer Technology	4
PD100	Student Success	1
PD250	Career Development	1
SD110	Computer Programming Logic	4
SD160	Principles of Visual Basic	4
SD230	C Programming	4
SD251	C++ Programming	4
SD261	Java Programming	4
SD320	Project Management	4
SD290	Algorithms & Data Structures in C++	3
VD100	Human Form & Action*	3
VD135	Lighting, Scene, and Set Design*	3
Total Core Minimum Requirement		91

*Courses taught at the Minnesota School of Business-Richfield campus only.

Note: Students may be required to take Foundations of Mathematics I and/or II and Foundations of Writing I and/or II based on competency exam scores.

GENERAL EDUCATION REQUIREMENTS

To attain a degree, students must be well grounded in the liberal arts. Students pursuing an A.A.S. degree are required to earn a minimum of thirty (30) credits from the four liberal arts disciplines listed below. A minimum of three (3) credits must be earned within each discipline.

LIBERAL ARTS REQUIREMENTS

Class #	Class Name	Credits
COMMUNICATIONS		
CM111	Speech Communications	4
CM121	Composition (required)	4
CM200	Intercultural Communications	4
CM210	Creative Writing	4
CM220	Art of Persuasion	4
CM230	Mass Communication	4
CM320	Writing & Research	4
SOCIAL SCIENCE		
SS116	Introduction to Psychology	4
SS130	Law in Society	4
SS140	Interpersonal Relations (required)	4
SS145	Introduction to Macroeconomics	4
SS200	Introduction to Microeconomics	4
SS205	Sociology	4
SS210	Developmental Psychology	4
SS230	Psychology of Personality	4
SS311	Human Behavior	4
SS330	Comparative Economic Systems	4
SS360	Abnormal Psychology	4
NATURAL SCIENCE & MATHEMATICS		
NS100	Biology	5
NS110	Environmental Issues	5
NS116	College Algebra I (required)	4
NS120	Earth Science	5
NS125	Chemistry Today *	5
NS135	Microbiology	4
NS140	Anatomy & Physiology I	4
NS150	Anatomy & Physiology II	4
NS216	College Algebra II (required)	4
NS301	Statistics I	5
NS350	Statistics II	5
HUMANITIES		
HU100	Introduction to Humanities	4
HU121	Film in Society	4
HU130	Spanish I	4
HU150	Introduction to Literature	4
HU200	Art in the Modern World	4
HU230	Spanish II	4
HU310	The Novel	4
HU315	World Literature	4
Total Liberal Arts Minimum Requirement		30
Total Credit Requirement		121

* Offered only at Richfield Campus