

## Information Management System

### Computer Gaming Certificate

Semester I			Semester II		
COSC 1336	Programming Fundamentals I (Fall only)	3	ARTS 2348 +GAME 2341	Digital Arts I Game Scripting	3 <u>3</u>
GAME 1306	Design and Creation of Games	3			<b>6</b>
ITNW 1454	Implementing and Supporting Servers (Fall only) <b>or</b>	4			
ITSC 1407	UNIX Operating System I			<b>TOTAL</b>	<b>20</b>
ITSC 1409	Integrated Software Applications I	<u>4</u>			
		<b>14</b>			

## Computer Science

### Associate of Science

Semester I			Semester III		
ENGL 1301	Composition and Rhetoric	3	+COSC 2336	Programming Fundamentals III (Fall only)	3
COSC 1336	Programming Fundamentals I (Fall only)	3	+ENGL 1302	Composition and Literature	3
HIST 1301	U.S. History to 1877	3	<b>GOVT 2301</b>	Federal and State Government I	3
<b>MATH 2412</b>	Pre-Calculus	4		Other Social/Behavioral Sciences <sup>3</sup>	3
	Natural Science <sup>1</sup>	<u>4</u>		Programming Elective	<u>3-4</u>
		<b>17</b>			<b>15-16</b>
Semester II			Semester IV		
+COSC 1337	Programming Fundamentals II (Spring only)	3	<b>GOVT 2302</b>	Federal and State Government II	3
+MATH 2413	Calculus I	4	<b>PHYS 1401</b>	Fitness and Wellness <sup>4</sup>	1
<b>HIST 1302</b>	U.S. History since 1877	3		College Physics I	4
<b>SPCH 1321</b>	Business and Professional Speaking	3		Programming elective	3-4
	Humanities <sup>2</sup>	<u>3</u>		Visual and Performing Arts <sup>5</sup>	<u>3</u>
		<b>16</b>			<b>14-15</b>
				<b>TOTAL</b>	<b>62-64</b>

<sup>1</sup>Select from the Natural Sciences section of the Core Curriculum Course List.

<sup>2</sup>Select from the Humanities section of the Core Curriculum Course List.

<sup>3</sup>Select from the Other Social/Behavioral Sciences portion of the Social/Behavioral Sciences section of the Core Curriculum Course List.

<sup>4</sup>Select from the Fitness and Wellness section of the Core Curriculum Course List.

<sup>5</sup>Select from the Visual and Performing Arts section of the Core Curriculum Course List.