

Digital Game and Simulation Associate of Applied Science Digital Programming Concentration

Full-Time, Fall Start

www.pima.edu/digital-game-aas

Build your skills for designing, planning and writing digital game or interactive simulation code for software to turn ideas, art, sound, animation and music into games or simulations.

Title IV Financial Aid eligible: Yes

What can I do with this degree?

Career options: Become a game/simulation programmer, designer or architect for computer systems design companies, digital gaming software publishers or finance or insurance companies

Academic options: This program may apply toward a Bachelor of Applied Science (BAS). See an advisor.

CHOOSE YOUR COURSES WITH YOUR COLLEGE ADVISOR

Placement

Students must meet prerequisite standards before taking WRT101 and MAT 188, required in the pathway below. If you are not prepared for these courses based on placement results you will need to take courses to build your skills prior to taking them. The sequence of courses follows.

Math: ICS 081 > MAT 092 > MAT 097 > MAT 188

Reading: ACL 080 > REA 091

Writing: ACL 080 > WRT 090 > WRT 101 (or WRT 101S can replace both WRT 090 and WRT 101)

Semester Pathway

This pathway is a suggested sequence of courses for your program of study. Work with an advisor to develop a unique pathway for you based on your placement recommendations, any prior college courses and your specific situation.

General Education Note: When General Education (Gen. Ed.) credits are listed below, select from the appropriate General Education course list linked from the program website. Some programs recommend specific courses.

For this pathway, ensure that one Gen. Ed. course fulfills the C or G requirement.

Semester 1 - Fall (Semester Total: 15 credits)

CIS 129: Programming and Problem Solving I (4 credits)

GAM 101: Game Design I (4 credits)

STU 100: College Success (1 credits)

WRT 101: English Composition I (3 credits)

Gen Ed.: CTE Arts & Humanities List. Recommend **HUM 251:** Western Humanities II (3 credits)
or **HUM 253:** Western Humanities III (3 credits)
or **PHI 101:** Introduction to Philosophy (3 credits)

Semester 2 - Spring (Semester Total: 15 credits)

CIS 131: Programming and Problem Solving II (4 credits)

GAM 102: Game Design II (4 credits)

GAM 120: Introduction to Game Programming (4 credits)

Gen. Ed.: CTE Social & Behavioral Sciences List. Recommend **SOC 120:** Current Social Problems (3 credits)
or **PSY 132:** Psychology and Culture (3 credits)
or **HUM 260:** Intercultural Perspectives (3 credits)

Semester 3 - Fall (Semester Total: 16 credits)

CIS 278: C++ and Object-Oriented Programming (4 credits)

GAM 150: Game Programming I (4 credits)

GAM 201: Game Design III (4 credits)

MAT 188: Precalculus I (4 credits)

Semester 4 - Spring (Semester Total: 14 credits)

GAM 151: Game Programming II (3 credits)

GAM 218: Game Design Portfolio Capstone (4 credits)

GAM 296: Independent Study (4 credits)

MAT 189: Precalculus II (3 credits)

PROGRAM TOTAL: 60 credits

NOTE: CIS 142 is no longer offered, so that course will be waived.

Program/Major/Concentration Codes: AASDAG/DAG1/DAGP

Find more information about this program at:
www.pima.edu/digital-game-aas