

COMPUTER GAMES AND SIMULATION DESIGN, ASSOCIATE OF APPLIED SCIENCE

Curriculum Code #8300

Effective May 2019

Library and eLearning Division

This program is designed to prepare individuals for transfer or employment in a variety of positions including game/simulation designer, programmer or developer. The focus of the program is development of multidisciplinary skills necessary for a career in game and simulation design with emphasis on creation of real games.

First Year		Hours
Fall Semester		
CGSD 120	INTRODUCTION TO COMPUTER GAMES & SIMULATIONS	3
CGSD 271	DIGITAL IMAGING	3
CISS 160 or CMPR 166	INTRODUCTION TO PROGRAMMING IN C# ¹ or INTRODUCTION TO COMPUTER SCIENCE	3-4
ENGL 161	COLLEGE COMPOSITION I	3
MTHM 171	COLLEGE ALGEBRA ¹	4
SDEV 101	COLLEGE 101 ²	1
Hours		17-18
Spring Semester		
CGSD 121	2D GAME PROGRAMMING ¹	3
CGSD 130	GAME APPLICATIONS FOR EMERGENT PLATFORMS	3
CGSD 272	DIGITAL ILLUSTRATION	3
PSYH 151 or SOCY 151G	INTRODUCTION TO PSYCHOLOGY or INTRODUCTION TO SOCIOLOGY	3
Science Elective (with lab)		4
Hours		16
Second Year		
Fall Semester		
CGSD 221	3D GAME PROGRAMMING ¹	3
CGSD 276	3-D MODELING AND ANIMATIONS ¹	3
CMPR 168	OBJECT-ORIENTED PROGRAMMING ¹	4
ENTR 200	ENTREPRENEURSHIP ³	3
Hours		13
Spring Semester		
CGSD 222	3D GAME LEVEL DESIGN	3
CGSD 223	SERIOUS GAMES AND SIMULATIONS	3
CGSD 225	ADVANCED GAME PROGRAMMING	3
Arts and Humanities Elective		3

General Elective	2
Hours	14
Total Hours	60-61

¹ Indicates that this course has a prerequisite.

² A student must register for the orientation course when enrolling for more than six credit hours per semester or any course that would result in an accumulation of 13 or more credit hours.

³ This course offers an opportunity for experiential learning.

Students intending to transfer should select a course from the social science courses in the general education (<http://catalog.lorainccc.edu/academic-information/general-education-outcomes/>)/transfer module (<http://catalog.lorainccc.edu/academic-information/transfer-module-requirements/>). Students not intending to transfer should consult with LCCC counseling to ensure that they will meet the credit hour requirements for the AAS degree.

Arts and Humanities Electives

To be selected from:

Code	Title	Hours
ARTS 243G	ART HISTORY I	3
ARTS 244G	ART HISTORY II	3
ARTS 245G	WORLD ART	3
ARTS 246	HISTORY OF PHOTOGRAPHY	3
HUMS 271G	INTRODUCTION TO MYTHOLOGY	3
HUMS 274	FILM APPRECIATION	3
HUMS 281	INTRODUCTION TO AMERICAN CINEMA	3
THTR 151G	INTRODUCTION TO THEATER	3
THTR 185G	THEATER HISTORY	3

Division approval for another elective

Students intending to transfer should consult with the intended transfer institution or with an LCCC advisor for transfer information. See general education (<http://catalog.lorainccc.edu/academic-information/general-education-outcomes/>)/transfer module (<http://catalog.lorainccc.edu/academic-information/transfer-module-requirements/>) for information about transfer module courses.

Science Electives (with lab)

Science elective selected from the general education (<http://catalog.lorainccc.edu/academic-information/general-education-outcomes/>)/transfer module (<http://catalog.lorainccc.edu/academic-information/transfer-module-requirements/>). At least one science elective must include a laboratory. To be selected from:

Code	Title	Hours
ASTY 151	STARS, GALAXIES AND COSMOLOGY	4
BIOG 151	GENERAL BIOLOGY	4
BIOG 152	HUMAN BIOLOGY	4
BIOG 159	AQUATIC LIFE	3
CHMY 161	GENERAL, ORGANIC AND BIOCHEMISTRY I	4
PSSC 156	PHYSICAL GEOLOGY	4
PSSC 157	HISTORICAL GEOLOGY	4

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For information about admissions, enrollment, transfer, graduation and other general questions, please contact your advising team (<https://www.lorainccc.edu/admissions-and-enrollment/advising-and-counseling>).