



Associate of Applied Science in Game Design and Development to Bachelor of Science in Computer Science

Courses taken at JJC

Year One, First Semester

CIS 122	Computer Information Systems Fundamentals
ENG 101	Rhetoric
GAME 200	Game Design
GAME 203	Game Production
GEN ED	Consult an advisor for course choice**

Year One, Second Semester

CIS 130	BASIC Programming
GAME 202	3D Modeling
MATH 150 or MATH 170	Mathematical Analysis for Business or Calculus and Analytical Geometry I
Gen. Ed.	Consult an advisor for course choice**

Summer Semester

CIS 236	Programming in C
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Year Two, Third Semester

GAME 211	Game Development I
CIS 261 or GAME 232	Java Programming or Advanced 3D Modeling***
GAME ELECTIVE	Select 4 credit hours of courses from the GAME department advisor**
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Year Two, Semester Four

GAME 212	Game Development II
CIS 246	Advanced C Using C++
CIS 269 or GAME 204	Data Structures or Basic Animation
MATH 137 or GAME 207	Discrete Mathematics or Digital Audio for Game Design***

Total JJC Credits: 68*

JJC Faculty Advisor: Willy Low
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GSU Advisor: Office of Admission
708-534-4490
admission@g

Courses taken at GSU

ENGL 1010	Composition II - May be taken at JJC or GSU**
GEN ED	Fine Art course (3 credit hours) - May be taken at JJC or GSU**
GEN ED	Humanities course (3 credit hours) - May be taken at JJC or GSU**
GEN ED	Life Science course - May be taken at JJC or GSU**
GEN ED	Physical Science course - May be taken at JJC or GSU**
GEN ED	Social & Behavioral Science courses from 2 different disciplines (6 credits)**
COMS 1160	Speech - May be taken at JJC or GSU**
CPSC 3148	Computer Programming in Java****
CPSC 3099	Junior Seminar
CPSC 3310	Introduction to Object-Oriented Programming
CPSC 4190	Intro to Software Engineering
CPSC 4205	Computer Organization
CPSC 4335	Operating Systems
CPSC 4338	Discrete Structures
CPSC 4342	Introduction to Computer Networks
CPSC 4345	Database Systems
CPSC 4355	Data Structures and Algorithms
CPSC 4900	Senior Project and Seminar
Selectives	Advanced Selectives: Please see GSU catalog for the approved list and other computer science courses as approved by GSU academic advisor. Students are strongly encouraged to consider a certificate in Digital Forensics or Information Security or a minor Game Design (24 credit hours)**

Total GSU Credits: 54-82*

Total Degree Credits: 147-150*

Minimum required for BS in Computer Science: 120 hours

Note: Students can complete up to 80 hours at JJC by taking additional courses.





*This transfer guide is a sample curriculum. Additional courses may be required based on placement test scores. Please work with your faculty advisor or success coach prior to course registration.

**Courses are to be chosen in consultation with an academic advisor. Either Life Science or Physical Science must have a lab.

***Course selection is dependent on concentration: Programming Concentration or Design and Modeling Concentration. Consult an advisor

****This requirement is met if Programming Concentration completed at JJC by CIS 261

About GSU's Program:

From everyday appliances with artificial intelligence to targeted marketing helping fulfill both consumer and organizational needs, technology has crept into nearly every industry. Governors State's Bachelor of Science in Computer Science prepares students for constant advancements in technology through a balanced study in both theory and application. Graduates enter careers with the most up-to-date knowledge and the ability to expect and adapt to new and evolving aspects in computer programming, design, and defense. Career opportunities in computer science range widely: from the highly creative design fields in artificial intelligence and virtual reality to the more pragmatic world of cyber security. Demand for computer scientists is growing as almost as quickly as the field's evolution—19% over the next decade, according to the Bureau of Labor Statistics.

About JJC's Program:

The gaming industry is a multi-billion dollar industry which is growing rapidly. There are many career paths for this industry such as game programmer, game designer, audio artist, graphics artist, animation artist, game producer, and game tester. Students in the JJC Game Design and Development program learn the skills and techniques to design and to make games. They also will use Maya and Unreal game engines to develop 3D models and animations for games.

Questions:

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Student Advising Center
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