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| JJC Logo Primary_black.jpg | **2019-2020 Completion Guide****Game Design & Development, Certificate of Achievement, CO524****ICCB Approved Total Program Hours: 48** |
| Date | *The following schedule is based on full-time enrollment. Students planning to transfer to a senior institution should check with that institution for specific transfer requirements.* |
| Program Prerequisites |  |

**T= Traditional H = Hybrid W = Web**

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| **First Semester** |
| Course | Title | Credit Hours | Mode of Delivery | Prerequisites | Terms offered | Notes |
| CIS 122 | Computer Information System Fundamentals | 4 | T, H, W |  | FL, SP, SM |  |
| GAME 200 | Game Design | 4 | T, W |  | FL, SP |  |
|  | Total Semester Hours | 8 |  |  |  |  |

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| **Second Semester** |
| Course | Title | Credit Hours | Mode of Delivery | Prerequisites | Terms offered | Notes |
| CIS 130 | BASIC Programming | 4 | T, W | CIS 122 and placement testing into MATH 127 or higher level MATH course, or minimum grade of C in MATH 098. | FL, SP, SM |  |
| GAME 202 | 3D Modeling | 4 | H | GAME 200 or OFS 120 or consent of department. | FL, SP |  |
| GAME Elective |  | 4 |  |  |  |  |
|  | Total Semester Hours | 12 |  |  |  |  |

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| **SUMMER** |
| Course | Title | Credit Hours | Mode of Delivery | Prerequisites | Terms offered | Notes |
| CIS 236 | Programming in C | 4 | T, W | CIS 130 or CIS 136 (CIS 136 is strongly recommended) | FL, SP, SM |  |
|  | Total Semester Hours | 4 |  |  |  |  |

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| **Third Semester** |
| Course | Title | Credit Hours | Mode of Delivery | Prerequisites | Terms offered | Notes |
| GAME 211 | Game Development I | 4 | H | GAME 200 and CIS 130 or consent of department. | FL, SP |  |
| CIS 261\**or* GAME 232\*\* | Java Programming\*Advanced 3D Modeling\*\* | 4 | T, W\*H\*\* | CIS 236 and placement into MATH 127 or higher level MATH course, or minimum grade of “C” in MATH 098.\*GAME 202 or consent of department.\*\* | FL, SP, SM\*FL\*\* |  |
| CIS 246 | Advanced C Using C++ | 4 | T, W | CIS 236 or consent of department and placement into MATH 127 or higher level MATH course, or minimum grade of “C” in MATH 098. | FL, SP, SM |  |
|  | Total Semester Hours | 12 |  |  |  |  |

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| **Fourth Semester** |
| Course | Title | Credit Hours | Mode of Delivery | Prerequisites | Terms offered | Notes |
| GAME 212 | Game Development II | 4 | W | GAME 202 and GAME 211 or consent of department. | SP |  |
| CIS 269\**or* GAME 204\*\* | Data Structures\*Basic Animation\*\* | 4 | T | CIS 246 or CIS 261 or consent of department, and placement testing into MATH 127 or higher level math or minimum grade of “C” in MATH 098.\*GAME 202 or consent of department.\*\* | SP, SM\*SP\*\* |  |
| MATH 137\**or* GAME 207\*\* | Discrete Mathematics\*Digital Audio for Game Design\*\* | 4 | T | Appropriate placement score or minimum grade “C” in MATH 131, or MATH 138 or MATH 142 or equivalent.\*GAME 211 or consent of department.\*\* | FL, SP\*SP\*\* |  |
|  | Total Semester Hours | 12 |  |  |  |  |

**Graduation Requirements**

To be awarded an Associate degree at Joliet Junior College, each student must meet the following requirements:

1. Satisfy all admission requirements.

2. Complete the courses required to earn the chosen degree. If the student is a transfer student with coursework taken elsewhere, he/she must complete a minimum of 15 credit hours applicable to the degree must be earned at Joliet Junior college. Proficiency test, CLEP and Advanced Placement do not meet this requirement.

3. Earn a cumulative grade point average of at least 2.0.

4. Discharge all financial obligations to the college; have no restrictions.

5. File an application for graduation (An application should be filed at the time of registration for student’s anticipated last semester).

6. Have on file in the Graduation office by the graduation filing date all transcripts from other colleges/universities that are to be evaluated for credit, to be applied toward a degree. A delay in the process may result in a later graduation date.

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| Student Advising Centeracademicadvising@jjc.edu815-280-2673  | Department Chairperson | Program Coordinator | Program Advisor |
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