



AAS Game Design & Development, Programming Concentration to BS Computer Science, Game & Simulation Programming Concentration

Year One, First Semester - JJC

CIS 122	Computer Information System Fundamentals
ENG 101	Rhetoric
GAME 200	Game Design
GAME 203	Game Production
CIS 135	Computer Programming

Year One, Second Semester - JJC

CIS 236	Programming in C
GAME 202	3D Modeling
MATH 139 or MATH 142	Precalculus II or Accelerated Trigonometry/Pre-Calculus
GEN ED	Fine Arts or Literature or Philosophy (consult advisor)*
GEN ED	Social Science (consult advisor)

Year Two, Third Semester - JJC

GAME 211	Game Development I
CIS 261	Java Programming
GAME 232	Advanced 3D Modeling
Elective	Game Elective (consult advisor)

Year Two, Fourth Semester - JJC

GAME 212	Game Development II
CIS 246	Advanced C using C++
CIS 269	Data Structures
MATH 137	Discrete Mathematics

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Lewis Advisor: Office of Admissions

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*Two different disciplines

Year Three, Fifth Semester - JJC

CIS 145	Fundamentals of Networking
ECON 103	Principles of Economics 1
COMM 101	Principles of Speech Communication
GEN ED	Lab Science (consult advisor)
PHIL 103	Introduction to Ethics

Year Three, Sixth Semester - JJC/Lewis

GEN ED	Fine Arts or Literature or Philosophy*
HIST 105	History of Civilization 1
MATH 170	Calculus with Analytic Geometry I
ENG 102	Rhetoric II
GEN ED	Social Science (consult advisor)
UNIV 10100	Cornerstone (Lewis)

Year Four, Seventh Semester - Lewis

THEO 10000	Search for Faith (Lewis)
MATH 30500	Linear Algebra (Lewis)
CPSC 44000	Software Engineering (Lewis)
CPSC 30000	Computer Organization (Lewis)
CPSC 42000	Computer Security (Lewis)
CPSC 46500	Theory of Algorithms and Computation (Lewis)

Year Four, Eighth Semesterv - Lewis

MATH 31400	Applied Probability and Statistics (Lewis)
CPCS 35000	Operating Systems (Lewis)
CPSC 46000	Programming Languages (Lewis)
CPSC 49200	Software Systems Capstone (Lewis)
SOCI 29000	Diversity and Social Justice (Lewis)
Seminar	Interdisciplinary Seminar (Lewis)

Total JJC Credits: 101**

Total Lewis Credits: 37**

Total Credits: 138 (as written)**





3+1

**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.

Notes:

1. Students will be required to complete a minimum of 128 credit hours for the Bachelor of Science degree.
2. Graduates of JJC must complete a minimum of 32 credit hours from Lewis to be awarded the Bachelor of Science degree. All other program requirements apply.
3. Students should ideally submit interest in the program to Lewis in their first semester at JJC in order to receive appropriate advising to maximize their semesters at JJC. The admissions application must be submitted in the last semester of JJC courses before enrolling at Lewis University.
4. Students completing the Associates in Game Design & Development degree with a minimum cumulative grade point average of 2.0 will be guaranteed admissions to Lewis.

About Lewis's Program:

Computer Science majors at Lewis have opportunities to learn every aspect of today's most influential field. Whether your interest is software development, cyber security, big data, cloud computing, artificial intelligence, robotics, or video game programming, you can learn it at Lewis and position yourself for a great career in which you will shape the future.

The Bachelor of Science in Computer Science at Lewis University offers six distinct concentrations:

- Applied Programming
- Secure Programming
- Artificial Intelligence
- Game and Simulation Programming
- Mobile Application Development
- Systems Programming

A student may elect not to choose a concentration, as well. In addition, students may choose to minor in a closely related field, such as Cybersecurity Operations, Data Science, and Information Technology.

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. For those who wish to continue their education for a bachelor's degree, the CIOS department has partnered with several four-year degree universities to set up 2+2 programs to ensure smooth transfers to their universities.

For further information (including salary projections) from the US Department of Labor, go to www.bls.gov.

For student success in this degree program, it is recommended that students have a Math placement score into MATH 127 or higher level Math course, or a minimum grade of C in MATH 098.

Questions:

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