Appendix A – Transfer Guide/Program Articulation

Sending Institution:	Joliet Junior College	**Receiving Institution:**	Lewis University
Degree:	AAS in Game Design and Development	**Degree:**	Bachelor of Science
Department:	Liberal and Fine Arts	**Department:**	College of Aviation, Science and Technology
JJC Program Code:	CO 523	**Program:**	Computer Science

Attachment A: Bachelor of Science in Computer Science---Associate in Applied Science in Game Design and Development

Bachelor of Science in Computer Science, Game and Simulation
Programming Concentration – Associate in Applied Science in Game Design & Development
Joliet Junior College total credits = 100, Lewis University total credits = 34

First Semester	Hours	Second Semester	Hours
CIS 122 Computer Information System Fundamentals	4	CIS 236 Programming in C	4
ENG 101 Rhetoric	3	GAME 202 3D Modeling	4
GAME 200 Game Design	4	MATH 139 Pre-Calculus II or MATH 142 Accelerated Trigonometry/Pre-Calculus	4 – 5
GAME 203 Game Production	3	Fine Arts or Literature	3
CIS 135 Computer Programming	4	Social Science	3
Total Hours	**17**		**18 – 19**

Third Semester	Hours	Fourth Semester	Hours
GAME 211 Game Development I	4	GAME 212 Game Development II	4
GAME 213 Role Playing Game Programming	4	CIS 246 Advanced C using C++	4
GAME 232 Advanced 3D Modeling	3	GAME 214 Multi-Platform Game Development	4
CIS 223 JavaScript	4	MATH 137 Discrete Mathematics	4
Total Hours	**15**		**16**

Fifth Semester	Hours	Sixth Semester	Hours
CIS 145 Fundamentals of Networking	3	Humanities & Fine Arts	3
Social Science	3	Social & Behavioral Sciences	3
COMM 101 Principles of Speech Communication	3	Science	3
Science	3	ENG 102 Rhetoric II	3
Humanities & Fine Arts	3	Social Science	3
THEO 10000 Search for Faith	3	*SOCI 29000 Diversity and Social Justice*	3
Total Hours	**18**		**18**

Seventh Semester	Hours	Eighth Semester	Hours
PHIL 103 Introduction to Ethics	3	*MATH 22000 Applied Probability and Statistics*	3
CIS 269 Data Structures	4	*MATH 30500 Linear Algebra*	3
MATH 20600 Applied Calculus	4	*CPSC 35000 Operating Systems*	3
CPSC 30000 Computer Organization	3	*CPSC 46000 Programming Languages*	3
CPSC 42000 Cybersecurity Essentials	3	*CPSC 49200 Software Systems Capstone*	3
		CPSC 46500 Theory of Algorithms and Computation	3
Total Hours	**16**		**18**

Courses listed in italics are Lewis courses; all other courses are JJC courses.