

## Proposed Game Development Degree

(\*\*NOT FOR RELEASE\*\*)

MHCC / CIS

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Below is the proposed roadmap for the Game Development degree. This is a proposed map only.

Remember:

- CIS135GMA is presently CIS125GB
- CIS135GMB is presently CIS199GMB
- CIS197TXT will be CISX35

These numbers will be corrected for SY2010-2011 and will apply.

## Proposed Game Design Degree (2010)

Year 1

1st Term	CIS125GA	CIS197WAA DREAMWEAVER	CIS120 - Computer Concepts 1	CIS120L - Computer Concepts 1 (Lab)	MTH65
2nd Term	CIS135GMA - Intro to Game Modeling	CIS197WAG PHOTOSHOP	CIS135 - Introduction to Gaming	CIS125WD - Word Processing	ART115 - Basic Design
3rd Term	CIS135GMB - Inter Game Modeling Techniq	CIS197TEX Texturing (OccPrep: CISX35)	CIS122 - Computer Concepts 3	ART231 - Drawing 1	WR121

Year 2

(TBD)

4th Term	CIS235GMA - Game Character Develop	CIS235RIG - Rigging and Animation	CIS125SS - Spreadsheets	ART234 Life Drawing	PE / HPE
5th Term	CIS235GT1 - Game Team I / Engines	CIS235DD - Digital Drawing and Painting Concepts	CIS235BA - (Flash Programming)	CIS235 - Game Design Theory	PSY101

6th Term	<b>CIS235GT2</b> - Game Team II	<i>CIS235SCG</i> - Small Computer Games Programming	<b>CIS235PRT</b> - Portfolio Branding	<b>CIS235STU</b> - Game Studio	BA150 – Entrepreneur- ship
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