

# Proposed Game Development Degree

## MHCC / CIS

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Below is the proposed roadmap for the Game Development degree. Classes will be scheduled for the 2010-2011 school year. Some classes will carry the OccSup designations with their final formal names in parenthesis.

### Proposed Game Design Schedule (2010-2011)

Year 1

1st Term	<b>CIS125GA</b> Intro to Game Design	CIS197WAA DREAMWEAVER	CIS120 - Computer Concepts 1	CIS120L - Computer Concepts 1 (Lab)	MTH65
2nd Term	<b>CIS135GMA</b> Intro to Game Modeling	CIS197WAG PHOTOSHOP	<b>CISX35G (CIS135)</b> Game Design Theory	CIS125WD - Word Processing	ART115 - Basic Design
3rd Term	<b>CIS135GMB</b> Inter Game Modeling Techniq	<b>CIS197TEX</b> Texturing	CIS122 - Computer Concepts 3	ART231 - Drawing 1	WR121

Year 2  
(TBD)

4th Term	<b>CISX35AM (CIS235GMA)</b> Adv 3D Modeling	<b>CISX35RG (CIS235RIG)</b> Rigging and Animation	CIS125SS - Spreadsheets	ART234 Life Drawing	PE / HPE
5th Term	<b>CISX35GTE (CIS235GT1)</b> Game Team I / Engines	<b>CISX35DD (CIS235DD)</b> Digital Drawing and Painting Concepts	<b>CIS235BA</b> Browser-Based Animation	<b>CISX35GDT (CIS235)</b> Game Design Theory	PSY101
6th Term	<b>CISX35GT (CIS235GT2)</b> Game Team II	<b>CISX35SC (CIS235SCG)</b> Small Computer Games	<b>CISX35ST (CIS235STU)</b> Game Studio	CIS Elective	BA150 – Entrepreneurship