

AAS COMPUTER INFORMATION TECHNOLOGY – COMPUTER PROGRAMMING TO LAMAR UNIVERSITY BS COMPUTER GAME DEVELOPMENT

FALL			SPRING			SUMMER (IF APPLICABLE)		
Course	Title	Credit Hours	Course	Title	Credit Hours	Course	Title	Credit Hours
BCIS 1305	Business Computer Applications	3	COSC 1436	Programming Fundamentals I C++	4			
INTW 1325	Fundamentals of Networking	3	ENGL 1301	English Composition I +	3			
INTW 1358	Network+	3	ITMT 1357	Administering a Windows Server Operating System	3			
ITSE 1431	Intro to Visual BASIC Programming	3	ITMT 1358	Windows Client Operating System	3			
PSYC 1300	Learning Framework +	3	MATH 2413	Calculus I +	4			
Fall Total Credit Hours		15	Spring Total Credit Hours		17	Summer Total Credit Hours		

FALL			SPRING			SUMMER (IF APPLICABLE)		
Course	Title	Credit Hours	Course	Title	Credit Hours	Course	Title	Credit Hours
COSC 1437	Programming Fundamentals II – Java	4	SPCH 1315	Public Speaking +	3			
IMED 2415	Web Design II	4	COSC 2336	Programming Fundamental III	3			
ITSW 1404	Intro to Spreadsheets	4	COSC 2325	Computer Organization & Machine Language	3			
LPS Core	Life & Physical Science + *	4	ITSE 2409	Database Programming	4			
Fall Total Credit Hours		16	Spring Total Credit Hours		13	Summer Total Credit Hours		
Program Hours								44
Core Curriculum Hours								17
Total Hours								61

NOTES/COMMENTS:

+Denotes core requirement. Speak with Department Chair or Academic Advisor for proper course selection.

*Choose from BIOL 1406, CHEM 1411, or PHYS 2425

The following classes are required for the completion of AAS Computer Information Technology – Computer Program degree and will not transfer to Lamar University’s B.S. Computer Game Development degree: INTW 1325, INTW 1358, ITSE 1431, PSYC 1300, ITMT 1357, ITMT 1358, IMED 2415, ITSW 1404, ITSE 2409