



ASSOCIATES OF APPLIED SCIENCE IN INTERACTIVE

SIMULATION & GAMING TECHNOLOGY

ISD:	GARLAND ISD	College:	Richland College	DCCCD Catalog Year: 2018-2019 Plan updated: 9/24/20
ECHS:	Rowlett	Career Path:		
HS Plan:	ARTS, A/V TECH & COMMUNICATIONS	Pathway:	AAS.GM.ART/ANIM.19	
Endorsement:	DESIGN & MULTIMEDIA ARTS	Certificates:		

HIGH SCHOOL COURSES (*Honors or AP Classes)

MS	9 th	10 th	11 th	12 th
Alg I World Lang Health PE	English I*	English II*	English 1301/1302	English IV (on-level or AP)
	Alg I* (or Alg II*)	Alg II*	Math 1332 (1 sem/1 HS credit)	4 th Science (on-level or AP)
	Biology*	Chemistry*	Physics (on-level or H/AP)	AVID for Higher Ed (Recommended)
	AP Human*	AP US Hist	Govt/Econ (on-level or AP)	
	AVID 3 A9848A/B	World Language I	World Language II	
	PE	Health/Accelerated Geom (1 sem/1 HS credit)	AVID for Higher Ed (Recommended)	
	Fine Art MUSI 1306 (1 sem/1 HS credit)	AVID 4 (Recommended)		

COLLEGE COURSES

F	ITSC 1401 – Introduction to Computers (elective) 8K105S Principles of Info Tech 13027200 DB Fall	F	GAME 1303 – Introduction to Game Design & Development 91844A Game Programming and Design 03580380 Double block CTE LEVEL 1	F	ENGL 1301 – Composition I (AAS) 10505A Language & Composition	F	GAME 2359 – Game & Simulation Group Project 12701500 Project Based Research 1st time taken
S	MUSI 1306 – Music Appreciation 66269S Music Appreciation 03155600 (1 sem/1 HS credit)	F	GAME 1370 – Concept Art I (elective semester I) 8C215A Animation I Double block 13008300 CTE LEVEL 2	F	MATH 1332 – Contemporary Mathematics (math elective) (AAS) 21503S AQR (1 sem/1 HS credit)	F	GAME 1302 – Interactive Storyboarding (elective semester III) N1300995 Advanced Video Game Programming CTE LEVEL 3
		S	GAME 1304 – Level Design I (elective Semester I) 91844B Game Programming and Design 03580380 Double block CTE LEVEL 1	F	ARTV 1345 – 3D Modeling and Rendering I (elective semester II) 13008410 Animation II/Animation II lab Double block CTE LEVEL 2	F	GAME 1371 – Motion Capture (elective semester IV) N1300994 Video Game Programming CTE LEVEL 2
		S	ARTV 2355 – Character Rigging & Animation 8C215B Animation I Double block 13008300 CTE LEVEL 2	F	GAME 2332 – Project Development I 13009970 Video Game Design Double block CTE LEVEL 1	F	GAME 2308 – Portfolio for Game Development 13008400 Animation II CTE LEVEL 3
		S	SPCH 1311 – Intro to Speech Communications 10311S Communication Applications	S	ENGL 1302 – Composition II (elective) 10505B Language & Composition	S	GAME 2334 – Project Development II 12701500 Project Based Research 1st time taken
		U	PSYC 2301 – General Psychology 42323S	S	ARTV 1341 – 3D Animation I (elective semester II) 13008410 Animation II/Animation II lab Double block CTE LEVEL 2	S	GAME 2387 – Internship-Animation, Interactive Technology, Video Graphics and Special Effects N1300995 Advanced Video Game Programming CTE LEVEL 3
				S	ARTV 2345 – 3-D Modeling and Rendering II (elective semester III) 13009970 Video Game Design	S	GAME 1372 – Visual Effects for Video Games I N1300994 Video Game Programming CTE LEVEL 2



					DB Spring CTE LEVEL 1		
Y1	7 credit hrs	Y2	18 credit hrs	Y3	21 credit hrs	Y4	21 credit hrs
AS = 60 credit hours						Total:	
						67 credit hrs	

* See counselor/advisor for placement. *Courses in red are NOT part of the Associate's degree.* F = fall, S = spring, U = summer

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