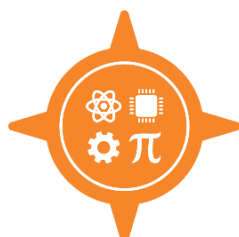


GUIDED PATHWAY: INTERACTIVE SIMULATION AND GAME TECHNOLOGY A.A.S. (ART/ANIMATION/DESIGN SPECIALIZATION)

ENGINEERING, TECHNOLOGY, MATHEMATICS and SCIENCES CAREER PATH



For more information, visit the [Dallas College Gaming webpage](http://www.dcccd.edu/gaming) [www.dcccd.edu/gaming] and your academic advisor at the Richland Campus.

This is an example course sequence for students interested in pursuing Interactive Simulation and Game Technology. It does not represent a contract, nor does it guarantee course availability. Following this pathway will help you earn an Associate of Applied Science (A.A.S.) degree Interactive Simulation and Game Technology with the Art/Animation/Design Specialization. Students must earn at least 25% of the credit hours (15 hours) required for graduation through instruction by Dallas College. See catalog for [official degree requirements](#).

The Associate of Applied Science degree in Interactive Simulation and Game Technology is designed for students seeking entry into a career in the electronic game industry or in related fields such as entertainment, communications and education that utilize interactive simulations. In addition to specializations in art and programming, the A.A.S. degree includes a core of courses designed for transfer for those seeking further education in related fields. Courses that complete the Degree are noted below.

Visit the [NTCCC Transfer Consortium](#) to view guided pathways created for students who complete an A.A.S. degree and the options for transfer to complete a Bachelor of Applied Arts and Science. Speak with an academic advisor at your campus to choose courses that will help you to transfer to a specific university.

Catalog Year	2020-2021	You may use this pathway if you entered Dallas College on or before this date.
Degree Type	Associate of Applied Science	
GPA Requirement	Student must earn a GPA of 2.0 or higher	
TSI	Must be Complete	

SEMESTER-BY-SEMESTER MAP FOR FULL-TIME STUDENTS

All plans can be modified to fit the needs of part-time students. This is not an official degree plan. See catalog for [official degree requirements](#).

AAS DEGREE MINIMUM: 60 SEMESTER CREDIT HOURS

SEMESTER 1

Total Hours: 12

[GAME 1303](#) – Introduction to Game Design and Development

CHOOSE ONE: [MATH 1314](#) – College Algebra *This is a Core course. You must earn a grade of "C" or better.*

[MATH 1332](#) – Contemporary Mathematics (Quantitative Reasoning) *This is a Core course. You must earn a grade of "C" or better.*

SELECT TWO from the following: [GAME 1370](#) – Concept Art I

[GAME 1304](#) – Level Design

[ARTV 1303](#) – Basic Animation

SEMESTER 1 ACTION ITEMS

1. Meet with your advisor to confirm academic and career goals before the end of the semester.
2. Meet with a career advisor or coach to research your career options and opportunities for job shadowing.

SEMESTER 2

Total Hours: 12

[ENGL 1301](#) – Composition I *This is a Core course. You must earn a grade of "C" or better.*

CHOOSE ONE: [SPCH 1311](#) – Introduction to Speech Communication *This is a Core course.* **OR**
[SPCH 1315](#) – Public Speaking *This is a Core course.*

SELECT TWO from the following: [ARTV 1345](#) – 3-D Modeling and Rendering I
[ARTV 1341](#) – 3-D Animation I
[GAME 2304](#) – Level Design II
[GAME 2370](#) – Concept Art II

SEMESTER 2 ACTION ITEMS

1. Meet with your advisor to request an official program of study audit and confirm or update your academic/career path and program of study.

SEMESTER 3

Total Hours: 15

[ARTV 2355](#) – Character Rigging and Animation

[GAME 1372](#) – Visual Effects for Video Games I

[GAME 2332](#) – Project Development I

SELECT TWO from the following: [ARTV 2345](#) – 3-D Modeling and Rendering II

[ARTV 2351](#) – 3-D Animation II

[ARTS 2323](#) – Life Drawing

[ARTS 1316](#) – Drawing I

[GAME 1302](#) – Interactive Storyboarding

[ARTV 1343](#) – Digital Sound

SEMESTER 3 ACTION ITEMS

1. Meet with a faculty of career advisor regarding placement for the internship course.

SEMESTER 4

Total Hours: 15

[GAME 2387](#) – Internship-Animation, Interactive Technology, Video Graphics and Special Effects

[GAME 2334](#) – Project Development II

[HUMANITIES/FINE ARTS ELECTIVE](#) * *This is a Core course.*

[PSYC 2301](#) – General Psychology *This is a Core course.*

CHOOSE ONE: [GAME 1371](#) – Motion Capture **OR**

[GAME 2372](#) – Visual Effects for Video Games II

* There are several options to fulfill this requirement. See your academic advisor for a specific list.

SEMESTER 4 ACTION ITEMS

1. Meet with a career advisor or coach for assistance in preparing for job search.

SEMESTER 5

Total Hours: 6

[GAME 2308](#) – Portfolio for Game Development

[GAME 2359](#) – Game and Simulation Group Project

SEMESTER 5 ACTION ITEMS

1. Meet with your advisor to apply for the Interactive Simulation and Game Technology-Art/Animation/Design Specialization A.A.S.
2. Sign up for Commencement.
3. Join the [Alumni Network!](#)

PATHWAY TOTAL: 60 SEMESTER CREDIT HOURS