

Degree Worksheet

2009-2010

PROGRAM/PLAN Bachelor of Applied Arts and Sciences

SUB PLAN Digital Gaming and Simulation

University minimum requirements 120 hours.

	Core Complete	Hrs. Req.	Remarks	Hrs. Earn
CORE CURRICULUM	ENGL 1301 Rhetoric & Composition	3		
	ENGL 1302 Composition, Research & Literature	3		
	HIST 1301 History of the United States thru 1877	3		
	HIST 1302 History of the United States from 1877	3		
	GOVT 2301 American Govt. (Fed & State Const)	3		
	GOVT 2302 American Govt. (Fed & State Topics)	3		
	Natural Sciences	3	Choose from biology, chemistry, geology, physics, or biophysical science.	
	Natural Sciences	3		
	Mathematics	3	Mathematics for Gaming	
	Social/Behavioral Sciences	3	ANTH, ECON, GEOG POLS, PSY or SOCI	
	Visual/Performing Arts	3	ARTS, MUSI, or DRAM	
	Humanities	3	ENG 4327*- Interactive Narrative	
	Speech	3	COM 4326* - Digital Games as Communication	
Computer Literacy	3	Any COSC or GAM course		
ADDITIONAL L.D.	Specialization (Vocational/Technical)	24 - 44	Must have at least 24 hours of vocational credits.	
	COSC 1436 Programming I			
	Digital Imaging			
	Design and Creation of Games	3	12 Hours in Animation, 3D Modeling and Programming	
	3D Modeling	3		
	3D Animation I	3		
	3D Animation II	3		
Computer Ethics	3	<u>or</u> you can take HUM 4322		
MAJOR PROGRAM	ENG 3430 Professional Writing	4		
	COM 4326 Digital Games as Communication	3		
GAMING CONCENTRATION	MAS 3321 Gaming Math for Non-Programmers	3		
	ENG 4327 Interactive Narrative	3		
	GAM 4316 Advanced Level Design	3		
	GAM 4321 Game Development Project Mgmt.	3		
UD SPECIALIZATION	GAM 4318 Advanced Animation	3		
	GAM 4311 Advanced 3D Modeling	3		
	GAM 4310 Advanced Game Modeling & Directx	3		
	GAM 4312 Game Engines	3		
	GAM 4322 Game AI and Behavioral Modeling	3		
	GAM 4314 Gaming Networks Architecture	3		
GAM 4340 Senior Project	3			
MINOR / ELECTIVES			Upper Division and/or Lower Division Minor and/or Free Electives . 46 – 49 s.h. upper division, of which 30 s.h. must be completed at UHV.	

23-Sep-09

NOTES:

LD =Lower Division (Community College-Level: Freshman, 1000-level /Sophomore, 2000-level)

UD =Upper Division (University-Level: Junior, 3000-level /Senior, 4000-level)

s.h.= Semester Hours

***This document is an unofficial guide to your degree.
Please contact an advisor for an official degree plan.***