The Bachelor of Science in Business Information Technology, Computer Network Administration and Software Development and Multimedia options are designed to meet the growing demand for information technology specialists who are able to communicate effectively and are knowledgeable of business needs. Whereas the Game Development option provides a fundamental level of education focused on preparing student to gain employment in the game development field.

**REQUIRED HOURS ........................................... 124**

**Communications ........................................ 9**

ENGL  1113  Composition I
ENGL  1213  Composition II
SPCH  1113  Speech Communication

**Social and Behavioral Sciences ......................... 9**

History ...................................................... 3

Select from the following:

HIST  2483  American History to 1877
HIST  2493  American History since 1877

POLS  1113  American Federal Government ..... 3

**Social Science ............................................. 3**

Select from the following:

ECON  2113  Principles of Macroeconomics
ECON  2123  Principles of Microeconomics
PSY  1113  Introduction to Psychology
SOC  1113  Introduction to Sociology

**Science and Mathematics ............................... 11**

Physical Science .......................................... 4

Select from the following:

CHEM  1315  General Chemistry I
GEOL  1014  Earth Science
GEOL  1114  Physical Geology
GEOL  1124  Physical Geography
GEOL  1224  Historical Geology
GEOL  2124  Astronomy
PHYS  1014  General Physical Science
PHYS  1114  General Physics I

Biological Science ........................................... 4

Select from the following:

BIOL  1114  General Biology
BIOL  1134  General Environmental Biology
BIOL  1144  General Cellular Biology

Mathematics .................................................. 3

Select from the following:

MATH  1413  Introduction to Statistics
MATH  1503  Mathematics for Critical Thinking
MATH  1513  College Algebra
MATH  1613  Trigonometry
MATH  1715  Pre-Calculus
MATH  2264  Analytical Geometry & Calculus I

**Humanities .................................................. 6**

Select from the following:

ART (HUM)  1113  Art Appreciation
COMM (HUM)  2413  Theatre Appreciation
ENGL  2613  Introduction to Literature
HUM  2113  Humanities I
HUM  2223  Humanities II
HUM  2893  Cinema
MUSC (HUM)  2573  Music Appreciation
PHIL  1113  Introduction to Philosophy

**Global Studies ............................................. 3**

Select from the following:

BIOL  3103  Plants and Civilization
ECON  3003  International Economic Issues and Policies
GEOG  2243  Human Geography
GERM  1113  Beginning German I
HIST  2013  World Civilization I
HIST  2023  World Civilization II
HUM  3633  Comparative Religion
LANG  1113  Foundations of World Languages
MGMT  3033  Conflict Resolution: I’m Always Right!
NAMS  1143  Native Americans of North America
NAMS  2503  Cherokee I
PHIL  1313  Values and Ethics
POLS  3053  International Relations
SOC  3213  Minority Groups
SPAN  1113  Beginning Spanish I

**Elective ..................................................... 3**

Select three additional hours from the courses listed above and not previously selected.
Program Core Requirements ................................................. 32
CS 1213 Introduction to Computing
CS 2223 Programming I
CS 2323 Programming II
CS 3223 Data Modeling
CS 3413 Systems Analysis
CS 3623 Human-Computer Interface Development
IT 1411 Orientation to Computer Technology
IT 2143 Introduction to Networking
IT 2153 Network Operating Systems I
IT 3723 Computer Architecture
IT 4504 Practicum and Capstone

Computer Network Administration Option .................. 15
IT 3153 Network Operating Systems II
IT 4113 Network Routing
Select from the following to equal 9 credit hours:
IT 3253 Advanced TCP/IP Administration
IT 3753 Network Security
IT 4353 Information Assurance and Security Management
IT 4373 Information Assurance Regulations and Ethics
TECH 3023 Emerging Technologies

Software Development and Multimedia Option ........... 15
CS 3363 Data Structures
Select from the following to equal 12 credit hours:
CS 3213 Multimedia Development
CS 3333 Object-Oriented Technology
CS 3343 Mobile Application Development
CS 3423 Software Engineering
CS 3523 Distributed Systems Development
CS 4523 Advanced Web System Development
IT 3113 Integrated Applications
TECH 3023 Emerging Technologies

Game Development Option............................................. 24
CS 1413 Introduction to Game Development
CS 3213 Multimedia Development
CS 3363 Data Structures
CS 3733 Computer Graphics Programming
CS 3753 Introduction to Modeling and Simulation
CS 3813 Game Programming I
CS 4403 Game Development Seminar
And select from the following:
CS 3343 Mobile Application Development
or
CS 4523 Advanced Web System Development

Game Development Option Support Courses ............... 15
CS 2553 Introduction to 3D Modeling
BADM 2843 Business Statistics
ENGL 3033 Creative Writing for Popular Market
MKTG 3113 Principles of Marketing
MKTG 3313 E-Marketing

Selected Electives .......................................................... 12
Electives will be chosen to complete the 124 credit hours required for graduation; six credit hours of the electives must be regarded as liberal arts and sciences.

Total Credit Hours .......................................................... 124