ROGERS STATE UNIVERSITY

B.S. Information Technology – Game Design

Catalog Year	Department	Major Code	Required Hours
2023-2024	**Technology & Justice Studies**	**BTGD**	**120**

GENERAL EDUCATION REQUIREMENTS (44 Credit Hours)		
Code	**Title**	**Credit Hours**
First Year Experience: 2 Credit Hours		
UNIV 1152	The University Experience	2
Communications: 9 Credit Hours		
ENGL 1113	Composition I	3
ENGL 1213	Composition II	3
SPCH 1113	Speech Communication	3
Social and Behavioral Sciences: 9 Credit Hours		
HIST 2483	American History to 1877	3
or HIST 2493	American History Since 1877	
POLS 1113	American Federal Government	3
Choose one course from the social science general education list - *PSY 1113 Introduction to Psychology Recommended*		3
Science and Mathematics: 12 Credit Hours		
BIOL XXX3	Biological Science w/Lab	4
PHYS XXX3	Physical Science w/Lab	4
MATH 1513 (or Higher)	College Algebra	3
Humanities: 6 Credit Hours		
Choose two courses from the Humanities General Education list - *ART 1113 Art Appreciation & HUM 2893 Cinema Recommended*		6
Global Studies: 3 Credit Hours		
Choose one course from the Global Studies General Education list - *MGMT 3013 Conflict Resolution Recommended*		3
Elective: 3 Credit Hours		
Choose one additional course from the General Education List		3
MAJOR REQUIREMENTS (77 Credit Hours)		
Code	**Title**	**Credit Hours**
Program Core Requirements: 35 Credit Hours		
CS 1113	Microcomputer Applications	3
CS 1213	Introduction to Computing	3
CS 2223	Programming I	3
CS 2323	Programming II	3
CS 3223	Data Modeling	3
CS 3413	Systems Analysis	3
CS 3623	Human-Computer Interface Development	3
IT 1411	Orientation to Computer Technology	1
IT 2143	Introduction to Networking	3
IT 2153	Network Operating Systems I	3
IT 3723	Computer Architecture	3
IT 4504	Practicum and Capstone	3
Game Development Option: 42 Hours		
CS 1413	Introduction to Game Development	3
CS 2163	Web Site Design and Development	3
CS 2553	Introduction to 3D Modeling	3
CS 3213	Multimedia Development	3
CS 3363	Data Structures	3
CS 3733	Computer Graphics Programming	3
CS 3753	Introduction to Modeling and Simulation	3
CS 3813	Game Programming I	3
CS 3003	Python Programming	3
CS 4523	Advanced Web System Development	3
ART 1103	Art Foundations I	3
ART 1213	Digital Foundations	3
ART 4223	History of Graphic Design	3
All Major Requirements must be completed with grade a C or higher		

Suggested Plan of Study

	FIRST SEMESTER			SECOND SEMESTER		
	Code	**Title**	**Hours**	**Code**	**Title**	**Hours**
FRESHMAN	UNIV 1152	The University Experience	2	CS 2223	Programming I	3
	ENGL 1113	Composition I	3	POLS 1113	American Federal Government	3
	IT 1411	Orientation to Computer TECH	1	MATH 1513	College Algebra	3
	IT 2143	Introduction to Networking	3	IT 2153	Network Operating Systems I	3
	CS 1213	Introduction to Computing	3	CS 1413	INTRO to Game Development	3
	ART 1113	Art Appreciation	3			
		Credit Hours	**15**		**Credit Hours**	**15**
	THIRD SEMESTER			**FOURTH SEMESTER**		
SOPHOMORE	ENGL 1213	Composition II	3	BIOL XXX3	Biological Science w/Lab	4
	CS 2323	Programming II	3	SPCH 1113	Speech Communication	3
	CS 1113	Microcomputer Applications	3	ART 1103	Art Foundations I (S)	3
	HIST XXXX	American History Gen-Ed	3	CS 3213	Multimedia Development	3
	ART 1213	Digital Foundations (F)	3	CS 3363	Data Structures	3
		Credit Hours	**15**		**Credit Hours**	**16**
	FIFTH SEMESTER			**SIXTH SEMESTER**		
JUNIOR CSCS	PHYS XXX3	Physical Science w/Lab	4	MGMT 3013	Conflict RESOL; I'm Always Right!	3
	ART 1223	Graphic Design I	3	HUM 2893	Cinema	3
	CS 3223	Data Modeling (F)	3	XXXX	GENED Free Elective	3
	CS 3413	Systems Analysis (F)	3	CS 2553	Introduction to 3D Modeling (S)	3
	CS 3813	Game Programming I (F)	3	CS 3733	Computer Graphics PROG (S)	3
		Credit Hours	**16**		**Credit Hours**	**16**
	SEVENTH SEMESTER			**EIGHTH SEMESTER**		
SENIOR	CS 2163	Website Design & DEV	3	CS 3623	Human Computer Interface (S)	3
	CS 3753	INTRO to Modeling and SIM	3	CS 4523	ADV Web Systems Development (S)	3
	IT 3723	Computer Architecture	3	ART 4223	History of Graphic Design	3
	CS 3003	Python Programming	3	IT 4504	Practicum & Capstone	4
	PSY 1113	INTRO to Psychology	3			
		Credit Hours	**15**		**Credit Hours**	**13**

"F" Denotes Fall Semester Only
"S" Denotes Spring Semester Only

CS 1213 - Introduction to Computing is a prerequisite for CS 2223
CS 2223 - Programming I is a prerequisite for CS 3223, CS 3413, & CS 3623
CS 2323 - Programming II is a prerequisite for CS 3333, CS 3363, & CS 3733
CS 2163 - Website Design & DEV is a prerequisite for CS 4523 - ADV Web Systems Development
IT 2143 - Introduction to Networking is a prerequisite for IT 2153 - Network Operating Systems I

Contact Information

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