ROGERS STATE UNIVERSITY

B.S. Information Technology – Game Design

| Catalog Year | Department | Major Code | Required Hours | | | | | | |
|--|--|---|---|--|--|--|--|--|--|
| 2023-2024 | Technology & Justice | BTGD | 120 | | | | | | |
| | Studies | | | | | | | | |
| GENERAL EDUCATION REQUIREMENTS (44 Credit Hours) | | | | | | | | | |
| Code Title Credit | | | | | | | | | |
| First Year Experience: 2 Credit Ho | | | cicuit ilouis | | | | | | |
| UNIV 1152 | The University Experie | ence | 2 | | | | | | |
| Communications: 9 Credit Hours | 7 | | | | | | | | |
| 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 Gov | 3 | | | | | | | |
| | l science general education list - PSY | 1113 Introduction to Psychology Recomm | nended 3 | | | | | | |
| Science and Mathematics: 12 Cre | | | | | | | | | |
| BIOL XXX3 | Biological Science w/L | ab | 4 | | | | | | |
| PHYS XXX3 | Physical Science w/La | b | 4 | | | | | | |
| MATH 1513 (or Higher) | College Algebra | 3 | | | | | | | |
| Humanities: 6 Credit Hours | | | | | | | | | |
| | ies General Education list - ART 1113 Art A | Annreciation & HUM 2893 Cinema Recom | nmended 6 | | | | | | |
| | ics deficial Eddeation list. An 1113 Art 7 | appreciation & from 2000 ementa necom | imenaeu 0 | | | | | | |
| Global Studies: 3 Credit Hours | | | | | | | | | |
| Choose one course from the Globa | al Studies General Education list - MC | GMT 3013 Conflict Resolution Recommend | ded 3 | | | | | | |
| Elective: 3 Credit Hours | | | | | | | | | |
| Choose one additional course from | n the General Education List | | 3 | | | | | | |
| | | | | | | | | | |
| | MAIOR RECILIREME | NTS (77 Cradit Hours) | | | | | | | |
| Codo | | NTS (77 Credit Hours) | | | | | | | |
| Code Program Core Requirements: 35 (| Title | NTS (77 Credit Hours) | Credit Hours | | | | | | |
| Program Core Requirements: 35 (| Title Credit Hours | | Credit Hours | | | | | | |
| | Title Credit Hours Microcomputer Applic | cations | Credit Hours | | | | | | |
| Program Core Requirements: 35 (CS 1113 | Title Credit Hours | cations | Credit Hours | | | | | | |
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| Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I | cations | Credit Hours 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113 CS 1213 CS 2223 CS 2323 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II | cations | Credit Hours 3 3 3 3 3 | | | | | | |
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| Program Core Requirements: 35 (CS 1113 CS 1213 CS 2223 CS 2323 CS 3413 CS 3623 IT 1411 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Into Orientation to Compu | cations uting erface Development ter Technology | 3 3 3 3 3 3 3 3 3 1 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Into Orientation to Compu | erface Development ter Technology | 3 3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 | Title Credit Hours Microcomputer Application to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Into Orientation to Computer Introduction to Network Operating Systems Operating Systems Application Systems Analysis Human-Computer Introduction to Network Operating Systems Application Syste | erface Development ter Technology orking stems I | Credit Hours 3 3 3 3 3 3 1 1 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 | Title Credit Hours Microcomputer Application to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Into Orientation to Computer Introduction to Network Operating Sycomputer Architectur | erface Development ter Technology orking stems I | Credit Hours 3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
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| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 | Title Credit Hours Microcomputer Application to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Into Orientation to Computer Introduction to Network Operating Systems Analysis Network Operating Systems Analysis Introduction to Game Web Site Design and I | erface Development ter Technology orking stems I e ne Development Development Development Development | Credit Hours 3 3 3 3 3 3 3 1 1 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3363 | Title Credit Hours Microcomputer Application to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Into Orientation to Computer Introduction to Network Operating Systems Analysis August Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems Architecture Practicum and Capsto Operation of Game Web Site Design and Introduction to 3D Modultimedia Developmental Structures | erface Development ter Technology orking stems I e ne Development Development Development Development Development Development | Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3363 CS 3733 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Introduction to Compu Introduction to Network Operating Sy Computer Architectur Practicum and Capsto Ours Introduction to Game Web Site Design and I Introduction to 3D Mod Multimedia Developm Data Structures Computer Graphics President Computer Graphics President Computer Graphics President Computer Graphics President Computer Comp | cations uting erface Development ter Technology orking stems I e ne Development Development Development odeling nent | Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3363 CS 3733 CS 3753 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Introduction to Network Operating Sy Computer Architectur Practicum and Capsto Ours Introduction to Game Web Site Design and I Introduction to 3D Mc Multimedia Developm Data Structures Computer Graphics Prelitation in Mode | cations uting erface Development ter Technology orking stems I e ne Development Development Development odeling nent | Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3363 CS 3733 CS 3753 CS 3813 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Introduction to Network Operating Sy Computer Architectur Practicum and Capsto Ours Introduction to Game Web Site Design and I Introduction to 3D Model Multimedia Developm Data Structures Computer Graphics Programming I | cations uting erface Development ter Technology orking stems I e ne Development Development Development odeling nent | Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3363 CS 3733 CS 3753 CS 3813 CS 3003 | Title Credit Hours Microcomputer Application to Computer Introduction to Computer Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems Architecture Practicum and Capsto Ours Introduction to Game Web Site Design and Introduction to 3D Modultimedia Developm Data Structures Computer Graphics Programming Introduction to Mode Game Programming Introduction to Mode Game Programming Introduction P | cations uting erface Development ter Technology orking stems I e ne Development Development Development odeling nent rogramming ling and Simulation | Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3363 CS 3753 CS 3753 CS 3813 CS 3003 CS 4523 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Introduction to Computer Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems Analysis Introduction to Game Practicum and Capsto Ours Introduction to Game Web Site Design and Introduction to 3D Modultimedia Developm Data Structures Computer Graphics Programming Introduction to Mode Game Programming Introduction to Mode Game Programming Introduction Programming | cations uting erface Development ter Technology orking stems I e ne Development Development Development odeling nent rogramming ling and Simulation | Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3363 CS 3733 CS 3753 CS 3813 CS 3003 CS 4523 ART 1103 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Introduction to Computer Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems And Capsto Operation Systems And Capsto Operation Systems Introduction to Game Web Site Design and Introduction to 3D Modultimedia Developm Data Structures Computer Graphics Programming Introduction to Mode Game Programming Introduction to Mode Game Programming Introduction Web Systems Advanced Web Systems Art Foundations I | cations uting erface Development ter Technology orking stems I e ne Development Development Development odeling nent rogramming ling and Simulation | Credit Hours 3 3 3 3 3 3 3 3 1 1 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3733 CS 3733 CS 3753 CS 3813 CS 3003 CS 4523 ART 1103 ART 1213 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Introduction to Computer Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems Architectur Practicum and Capsto Ours Introduction to Game Web Site Design and Introduction to 3D Model Multimedia Developm Data Structures Computer Graphics Programming Introduction to Model Game Programming Introduction to Model Game Programming Introduction Introd | cations uting erface Development ter Technology orking stems I ee ne Development Development Development odeling nent rogramming ling and Simulation | Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |
| Program Core Requirements: 35 (CS 1113) CS 1213 CS 2223 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 Game Development Option: 42 H CS 1413 CS 2163 CS 2553 CS 3213 CS 3363 CS 3733 CS 3753 CS 3813 CS 3003 CS 4523 ART 1103 ART 1213 ART 4223 | Title Credit Hours Microcomputer Applic Introduction to Comp Programming I Programming II Data Modeling Systems Analysis Human-Computer Introduction to Computer Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems Analysis Human-Computer Introduction to Network Operating Systems And Capsto Operation Systems And Capsto Operation Systems Introduction to Game Web Site Design and Introduction to 3D Modultimedia Developm Data Structures Computer Graphics Programming Introduction to Mode Game Programming Introduction to Mode Game Programming Introduction Web Systems Advanced Web Systems Art Foundations I | cations uting erface Development ter Technology orking stems I ee ne Development Development Development odeling nent rogramming ling and Simulation n Development | Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | | | | | | |

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 |
| F | CS 1213 | Introduction to Computing | 3 | CS 1413 | INTRO to Game Development | 3 |
| | ART 1113 | Art Appreciation | 3 | | | |
| | | Credit Hours | 15 | | Credit Hours | 15 |
| E | THIRD SEMESTER | | | FOURTH SEMESTER | | |
|)RE | ENGL 1213 | Composition II | 3 | BIOL XXX3 | Biological Science w/Lab | 4 |
| NC | CS 2323 | Programming II | 3 | SPCH 1113 | Speech Communication | 3 |
| O | CS 1113 | Microcomputer Applications | 3 | ART 1103 | Art Foundations I (S) | 3 |
| PH | HIST XXXX | American History Gen-Ed | 3 | CS 3213 | Multimedia Development | 3 |
| SOPHOMOR | ART 1213 | Digital Foundations (F) | 3 | CS 3363 | Data Structures | 3 |
| | | Credit Hours | 15 | | Credit Hours | 16 |
| CS | | FIFTH SEMESTER | | | SIXTH SEMESTER | |
| | PHYS XXX3 | Physical Science w/Lab | 4 | MGMT 3013 | Conflict RESOL; I'm Always Right! | 3 |
| SS | ART 1223 | Graphic Design I | 3 | HUM 2893 | Cinema | 3 |
| IUNIORCSCS | CS 3223 | Data Modeling (F) | 3 | XXXX | GENED Free Elective | 3 |
| N | CS 3413 | Systems Analysis (F) | 3 | CS 2553 | Introduction to 3D Modeling (S) | 3 |
| \leq | CS 3813 | Game Programming I (F) | 3 | CS 3733 | Computer Graphics PROG (S) | 3 |
| | | Credit Hours | 16 | | Credit Hours | 16 |
| SENIOR | | SEVENTH SEMESTER | | | EIGHTH SEMESTER | |
| | 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 |
| SE | CS 3003 | Python Programming | 3 | IT 4504 | Practicum & Capstone | 4 |
| | PSY 1113 | INTRO to Psychology | 3 | | | |
| | | Credit Hours | 15 | | Credit Hours | 13 |

[&]quot;F" Denotes Fall 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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Advising - success@rsu.edu



[&]quot;S" Denotes Spring Semester Only