

COMPUTER INFORMATION SYSTEMS A.A.S.**- Computer Game Programming Option****Associate in Applied Science****Degree Sheet**

2017-2018 Catalog

General Education Courses			18 Credit Hours	Credit Hours	Prerequisites
ENGL	1113	English Composition I		3	[R] [W]
Choose One:				3	[R] [W]
HIST	1483	U.S. History to 1865			
HIST	1493	U.S. History since 1865			
Choose One:				3	[R] [M]
MATH	1413	General College Math			
MATH	1513	College Algebra			
POLS	1113	American Government		3	[R] [W]
SPCH	1113	Introduction to Speech Communication		3	[R] [W]
3 credit hours General Education Elective					
CIS	1113	Computer Concepts w/Applications		3	[R]
Support and Related Courses			9 Credit Hours		
CIS	2613	CIS Project Management		3	[R] [W]
GDD	1313	Internet Technology and Tools		3	[R]
ITD	2163	Cyber Ethics and Law		3	[R] [W]
Technical Occupational Specialty			36 Credit Hours		
CIS	1123	Programming Fundamentals		3	[R]
CIS	1433	Game Development		3	[R]
CIS	1453	Character Development		3	CIS 1433 <i>SP Only</i>
CIS	2103	Level Design Concepts		3	None <i>FA Only</i>
CIS	2363	Database Design		3	CIS 1113 or CIS 1503
CIS	2513	Principles of Information Systems Security		3	CIS 1113 or ITD 1113 and ITD 1533
CIS	2703	Systems Analysis and Design		3	CIS 1533 or CIS 2013 or CIS 2023
CIS	2803	Capstone		3	Department Head Approval
ITD	1533	LAN Fundamentals		3	[R]
Select Two:		CIS 1533 Visual Basic Programming			CIS 2023 C# (Sharp) Programming
		CIS 2013 C++ Language Programming			CIS 2323 JAVA
				3	CIS 1123
				3	Varies
Select One:		CIS 2053 Advanced Visual Basic Programming			CIS 2433 Advanced C# (Sharp) Programming
		CIS 2343 Advanced C++ Language Programming			CIS 2543 Advanced JAVA
				3	Varies <i>SP Only</i>
Total to Graduate				63	

ADDITIONAL GRADUATION REQUIREMENTS:

2.0 Graduation/Retention GPA

15 credit hours earned in residence at OSU-OKC

Degree Audit is not final until approved by the Office of the Registrar.

NOTES LEGEND:

FA= Fall, SP=Spring, SU=Summer

[R] Reading Proficiency/Placement

[W] Writing Proficiency/Placement

[M] Math Proficiency/Placement