

**COUNTY COLLEGE OF MORRIS  
CURRICULUM CHECK SHEET  
Requirements for Graduation  
A.A. S. DEGREE**

**#3504  
GAME DEVELOPMENT**

**FALL 2024**

COURSE	CODE	CR	GR	TR
<b>General Education Foundation (24 CR)</b>				
COMMUNICATION (6 CR)				
English Composition I	ENG 111	3		
English Composition II	ENG 112	3		
MATH/SCIENCE/TECHNOLOGY (4 CR)				
Precalculus	MAT 123	4		
HUMANITIES/SOCIAL SCIENCE (6 CR)*				
Choose from General Education course list (Humanities/Social Science)		6		
GENERAL EDUCATION ELECTIVES (8 CR)				
Probability & Statistics <b>OR</b>	MAT 130	4		
Analytic Geometry & Calculus I	MAT 131			
Laboratory Science Elective**		4		
<b>GAME DEVELOPMENT CORE (36 CR)</b>				
Computer Science I	CMP 128	3		
Computer Science II	CMP 129	3		
Data Structures and Algorithms	CMP 233	3		
Software Engineering	CMP 280	3		
Game Design Concepts	CMP 108	3		
Critical Game Play	CMP 149	3		
Game Programming	CMP 150	3		
Game Production	CMP 250	3		
Media Aesthetics	COM 114	3		
Animation	MED 220	3		
CMP/MED Technical Electives*		6		
TOTAL		60		

**NOTES:**

**This is an unofficial document and should be used for academic planning purposes only.** All students are required to see their Academic Advisor each semester to discuss and approve their selection of courses before they register.

Due to continual program revisions mandated by accrediting agencies and/or changes in state mandated requirements, students should consult their academic advisor when selecting courses.

If you need the name of your academic advisor, contact the **Department of Information Technologies in Emeriti Hall, EH 225 at (973)328-5780.**

To determine the transferability of your courses to participating NJ Colleges & Universities, access [www.njtransfer.org](http://www.njtransfer.org).

\*See back page for more information

\*\*Select a 4-credit Laboratory Science elective from the approved General Education (Science) course list.

## GAME DEVELOPMENT

#3504

### Suggested Sequence by Semester

*This suggested sequence does not include any required developmental courses.  
Degree completion time may vary depending upon the number of credits taken each semester.*

SEMESTER I			SEMESTER II		
CREDITS			CREDITS		
Computer Science I	CMP 128	3	Computer Science II	CMP 129	3
Critical Game Play	CMP 149	3	Media Aesthetics	COM 114	3
Precalculus	MAT 123	4	English Composition II	ENG 112	3
English Composition I	ENG 111	3	CMP/MED Technical Elective		<u>3</u>
Game Design Concepts	CMP 108	<u>3</u>			
	<b>TOTAL</b>	16		<b>TOTAL</b>	12
SEMESTER III			SEMESTER IV		
Data Structures & Algorithms	CMP 233	3	Software Engineering	CMP 280	3
Animation	MED 220	3	Game Production	CMP 250	3
Game Programming	CMP 150	3	Humanities/Social Science Elective		3
Probability & Statistics <b>OR</b>	MAT 130	4	Lab Science Elective		4
Analytic Geometry & Calculus I	MAT 131		CMP/MED Technical Elective		<u>3</u>
Humanities/Social Science Elective		<u>3</u>			
	<b>TOTAL</b>	16		<b>TOTAL</b>	16

**CMP/MED TECHNICAL ELECTIVES:** Students should consult their academic advisor when selecting these electives.

**CMP:** CMP 131 Fundamentals of Programming (Python), CMP 170 Mobile App Design, CMP 200 Operating Systems & Util., CMP 239 Internet & Web Page Design, CMP 244 Web Design II, CMP 262 Data Science Programming, CMP 296/297/298 Cooperative Work Experience InformationTechnologies.

**MED:** MED 110 Multimedia I, MED 113 Multimedia II, MED 119 Digital Media Production, MED 210 Digital Video Editing, MED 240 Advanced Animation

**HUMANITIES/SOCIAL SCIENCE:** Select 6 CR of Humanities/Social Science electives from the list of approved General Education courses.

**LABORATORY SCIENCE:** Select a 4-credit Laboratory Science course from the list of approved General Education course list.

**HONORS COURSES:** You may be eligible to take honors courses. Discuss this option with your Academic Advisor.

**GENERAL EDUCATION:** [Click here for the most recent General Education course list.](#)