

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

**#3504
GAME DEVELOPMENT**

COURSE	CODE	CR	GR	TR
General Education Foundation (21 CR)				
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 (3 CR)*				
Choose from General Education course list (Humanities/Social Science)		3		
GENERAL EDUCATION ELECTIVES (8 CR)				
Probability & Statistics OR	MAT 130	4		
Analytic Geometry & Calculus I	MAT 131			
Laboratory Science Elective*		4		
GAME DEVELOPMENT CORE (39 CR)				
Computer Science I	CMP 128	3		
Computer Science II	CMP 129	3		
Data Structures and Algorithms	CMP 233	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		
Restricted Electives*		12		
TOTAL		60		

NOTES: **FALL 2026**

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 (973) 328-5780.**

To determine the transferability of your courses to participating NJ Colleges & Universities, access www.njtransfer.org.

*See back page for more information

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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	Restricted Elective		3
Game Design Concepts	CMP 108	3	Probability & Statistics OR Analytic Geometry & Calculus I	MAT 130 MAT 131	4 4
TOTAL 16			TOTAL 16		
SEMESTER III			SEMESTER IV		
Data Structures & Algorithms	CMP 233	3	Game Production	CMP 250	3
Animation	MED 220	3	Humanities/Social Science Elective		3
Game Programming	CMP 150	3	Lab Science Elective		4
Restricted Elective		3	Restricted Elective		3
			Restricted Elective		3
TOTAL 12			TOTAL 16		

RESTRICTED ELECTIVES: See choices below - consult your academic advisor when selecting these electives.

- **CMP:** CMP 136/137 Introduction to AI/AI Lab, CMP 131 Fundamentals of Programming (Python), CMP 200 Operating Systems & Util., CMP 239 Internet & Web Page Design, CMP 244 Web Design II, CMP 262 Data Science Programming, CMP 264 Machine Learning, CMP 280 Software Engineering, CMP 296/297/298 Cooperative Work Experience Information Technologies.
- **MED:** MED 110 Multimedia I, MED 113 Multimedia II, MED 119 Digital Media Production, MED 210 Digital Video Editing, MED 240 Advanced Animation
- **GRD:** GRD 120 Graphic Design I, GRD 220 Graphic Design II, GRD 118 Typography I, GRD 218 Typography II
- **ENG:** ENG 115 The Short Story, ENG 113 Creative Writing
- **COM:** COM 234 Introduction to Film
- **MUS:** MUS 112 Introduction to Electronic Music, MUS 124 Electronic Music II

HUMANITIES/SOCIAL SCIENCE: Select a 3-credit Humanities/Social Science elective 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.](#)