Name:_____

ID_____**Total Transfer Credits**_____

FALL 2022

COURSE	CODE	CR	GR	TR
GENERAL EDUCATION FOUNDATION (24 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 (3 CR)		3		
Choose from General Education course list (Humanities)				
GENERAL EDUCATION ELECTIVES (11 CR)				
General Psychology **OR**	PSY 113	3		
Principles of Economics	ECO 211			
Mathematics Elective*		4		
Laboratory Science Elective**		4		
GAME DEVELOPMENT CORE (36 CR)				
Computer Science I	CMP 128	3		
Computer Science II (C#)	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		
CIS/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 Advisors 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 **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.

*Choose MAT 130 Probability & Statistics or MAT 131 Analytic Geometry & Calculus I.

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

COMPUTER INFORMATION SYSTEMS
Game Development Option
#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		CREDITS	SEMESTER II		CREDITS
Computer Science I	CMP 128	3	Computer Science II (C#)	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	CIS/MED Elective		3
Game Design Concepts	CMP 108	3			
	TOTAL	16		TOTAL	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	General Psychology **OR**	PSY 113	
Mathematics Elective		4	Principles of Economics I	ECO 211	3
Humanities Elective		3	Lab Science Elective		4
			CIS/MED Elective		3
	TOTAL	16		TOTAL	16

CIS/MED ELECTIVES: Students should consult their academic advisor when selecting these electives.

CIS: CMP 200 Operating Systems & Util., CMP 239 Internet & Web Page Design, CMP 244 Web Design II, CMP 170 Mobile App Design, CMP 271 Mobile App Programming, 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

HUMANITIES: Select a 3-credit Humanities elective from the list of approved General Education courses.

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.