Game Development - Game Creation Career

Program Goals Statement

This program prepares students for entry into the video game industry. It offers those who want to combine a love of games, fun, and competition the opportunity to develop serious computer skills and prepare for a rapidly expanding career field. In the last two semesters of the program, coursework mimics industry development, as students work in teams to propose and develop a game for distribution. This program is for students interested in the overall creation and packaging of games.

Program Information

Transfer credit for any Computer Information Systems (CIS or CIT) course must be approved by the CI Department Chair or by a full-time CI faculty member.

Note: Students may be required to obtain and use specific hardware, operating systems, or applications.

After Bristol

Bristol has established partnerships with several computer game developers. Students have been given the opportunity to do internships and paid work.

Infused General Education Competencies

Technical Literacy, First Year Experience

Subject: Computer Information Systems
Type: Associate Degree

Campus

Campus:
Fall River
Item #
Title
Credits

Choose one of the following

Item #	Title	Credits
COM 101	Fundamentals of Public Speaking	3
COM 114	Professional Speaking	3

Choose one of the following

Item #	Title	Credits
HST 111	The West and the World I	3
HST 112	The West and the World II	3
HST 113	United States History to 1877	3
HST 114	United States History from 1877	3
HST 115	Twentieth Century Social History-1919 to the Present	3
HST 116	American Foreign Policy-1898 to the Present	3

General Courses

Item #	Title	Credits
BUS 115	Fundamentals of an Enterprise	1
ENG 101	Composition I: College Writing	3
ENG 102	Composition II: Writing about Literature	3
MTH 152	College Algebra	3

Choose one the following

Item #	Title	Credits
SOC 101	Principles of Sociology	3
SOC 212	The Sociology of Social Problems	3

Elective Courses

Choose course from Transfer Electives and Elective Recommendations

Item #	Title	Credits
	Multicultural Perspective Elective	3
	Science Elective	3-4

Core Courses

Item #	Title	Credits
CIS 120	Programming: Logic, Design and Implementation	3
CIT 140	Electronic Game Development I	3
CIT 141	Visual Concepts for Game Designers	3
CIT 142	Computer Game Level Building	3
CIT 143	Programming for Game Developers I	3
CIT 247	Pre-Production Game Development	3
CIT 276	Game Production	4
CIT 165	Game Scripting	3
CIT 241	Electronic Game Development II	3

Concentration Courses for Game Programming

Item #	Title	Credits
CIS 159	MySQL and PHP	3
CIT 242	Programming for Game Developers II	3
CIT 248	Data Structures in the Game Environment	3
CIT 260	Topics in Game Programming	3

Concentration Courses for Game Development

Item #	Title	Credits
CIT 243	Game and Sound Production	3
CIT 245	Game Design on Paper	3
CIT 249	Visual Concepts for Game Designers II	3
CIT 262	Advanced Game Analysis	3

Recommended Course Sequence - Semester 1

Item #	Title	Credits
CIS 120	Programming: Logic, Design and Implementation	3
CIT 140	Electronic Game Development I	3
CIT 141	Visual Concepts for Game Designers	3
CIT 142	Computer Game Level Building	3
ENG 101	Composition I: College Writing	3

Recommended Course Sequence - Semester 2

Item #	Title	Credits
BUS 115	Fundamentals of an Enterprise	1
CIT 143	Programming for Game Developers I	3
CIT 241	Electronic Game Development II	3
ENG 102	Composition II: Writing about Literature	3
MTH 152	College Algebra	3
COM 101	Fundamentals of Public Speaking	3
COM 114	Professional Speaking	3

Recommended Course Sequence - Semester 3

Item #	Title	Credits
CIT 165	Game Scripting	3
CIT 247	Pre-Production Game Development	3
SOC 101	Principles of Sociology	3
SOC 212	The Sociology of Social Problems	3
CIT 245	Game Design on Paper	3
CIT 249	Visual Concepts for Game Designers II	3
CIT 242	Programming for Game Developers II	3
CIT 260	Topics in Game Programming	3

Recommended Course Sequence - Semester 4

Item #	Title	Credits
	History Elective	3
	Science Elective	3-4
CIT 276	Game Production	4
CIT 243	Game and Sound Production	3
CIT 262	Advanced Game Analysis	3
CIT 248	Data Structures in the Game Environment	3
CIS 159	MySQL and PHP	3
	Total credits:	**63-64**