



## Game Development - Game Creation

### 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

**Program:** Computer Information Systems

**Type:** Associate in Science

### Campus

**Campus:**

Fall River

### Degree Requirements



## General Courses

Course #	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
	COM 104 or COM 114	3
	History Elective	3
	SOC 101 or SOC 212	3

## Elective Courses

Course #	Title	Credits
	CIS Multicultural and Social Perspectives Elective	0-3
	Science Elective	3-4

## Program Courses

Course #	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

Choose one of the following concentration options:

Course #	Title	Credits
	Game Programming	12
	Game Development	12



## Recommended Course Sequence - Semester 1

Course #	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

Course #	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 104 or COM 114	3

## Recommended Course Sequence - Semester 3

Course #	Title	Credits
CIT 165	Game Scripting	3
CIT 247	Pre-Production Game Development	3
	SOC 101 or SOC 212	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

Course #	Title	Credits
	History Elective	3
	Science Elective	3-4
CIT 276	Game Production	4
CIT 243	Game and Sound Protection	3
CIT 262	Advanced Game Analysis	3
CIT 248	Data Structures in the Game Environment	3
CIS 159	MySQL and PHP	3
	<b>Total credits:</b>	<b>62-66</b>