

Proposed Start: 2016 Fall

Status: Pre-Launched

Last Updated: Fall 2016

Discipline: Computer Science and Information Technology - Computer Science (CSCI)

## Computer Science with Emphasis in Video Gaming

### A.S. Degree Major/Cert. Achievement 18 units/more

Computer Science is the study and design of computer systems: both hardware and software. Computer scientists are primarily concerned with the design of algorithms, languages, hardware architectures, systems software, applications software and tools. Emphasis in the Computer Science program is placed on the ability to solve problems and think independently. The program offers a foundation in data structures, computer architecture, software design, algorithms, programming languages, and object-oriented programming. This program also introduces students to the video game industry, video game design and programming. See a Counselor for additional university transfer requirements in this major.

<b>Program Requirements</b>		
CSCI 112	Programming Fundamentals I	4 DE
CSCI 114	Programming Fundamentals II	4 DE
CSCI 210	Data Structures	4 DE
CSCI 212	Machine Organization and Assembly Language	4 DE
CSCI 222	C++ and Object-Oriented Programming	4 DE
<b>Electives (Select 2 courses)</b>		
CSCI 130	Linux Fundamentals	3
CSCI 230	Java GUI Programming	3 DE
CSCI 235	Android Development	3 DE
CSCI 260	Video Game Programming I	3
CSCI 275	iOS Development	3 DE
MATH 245	Discrete Mathematics	3
<b>Required Video Game Courses</b>		
CSCI 160	Overview of the Video Game Industry	4 DE
CSCI 161	Video Game Design	4 DE
CSCI 260	Video Game Programming I	3
<b>Total units</b>		<b>49</b>

**Percent DE: 75.51%**

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