

Information Technology – Gaming, Simulation, and Design (A25590GS)

Associate in Applied Science

Full-Time Program Guide

Program Notes:

- The Information Technology: Gaming, Simulation, and Design associate degree requires Work-Based Learning (WBL). For WBL courses, students must complete an intake form with their advisor.
- Credit for prior learning may be available for some courses.

Program Options: Information Technology – Gaming, Simulation, and Design at PCC offers an associate degree (A25590GS), diploma (D25590GS), and certificate (C25590GS).

Financial Aid Eligibility: Yes

Course #	Course Name	Credit Hrs.	Term Offered	Term Completed	Grade
Fall Semester					
ACA 122	College Transfer Success	1	F, S, SU		
CIS 110	Intro to Computers	3	F, S, SU		
CTI 110	Web, Pgm, DB Foundation	3	F		
CTI 120	Network & Security Foundation	3	F		
ENG 111	Writing and Inquiry	3	F, S, SU		
SGD 111	Introduction to SGD	3	F		
Semester Totals:		16			
Spring Semester					
DBA 110	Database Concepts	3	F, S		
XXX	Mathematics Elective	3-5	See list		
CSC 151	Java Programming I	3	S		
XXX	Social/Behavioral Science Elective	3	See list		
CIS 115	Intro to Prog & Logic	3	S		
SGD 112	SGD Design	3	S		
Semester Totals:		18-19			
Fall Semester					
CTS 120	Hardware/Software Support	3	F, S		
SEC 110	Security Concepts	3	F, S		
CTS 115	Info System Business Concepts	3	F		
NOS 110	Operating Systems Concepts	3	F		
XXX	Communications Elective	3	See list		
CSC 134 or CSC 118	C++ Programming Swift Programming I	3	F, S F		
Semester Totals:		18			

Spring Semester			
CTS 240	Project Management	3	F, S
CTS 210	Computer Ethics	3	S
XXX	Humanities/Fine Arts Elective	3	See list
SGD 113	SGD Programming	3	S
DBA 120	Database Programming I	3	S
WBL 111	Work-Based Learning I	1	F, S, SU
Semester Totals:		16	
Program Totals:		68-69	

Course #	Course Name	Credit Hrs.	Term Offered
Mathematics Elective: Choose 1			
MAT 143	Quantitative Literacy	3	F, S, SU
MAT 152	Statistical Methods	4	F, S, SU
MAT 171	Pre-Calc Algebra	4	F, S, SU

Course #	Course Name	Credit Hrs.	Term Offered
Social/Behavioral Science Elective: Choose 1			
ECO 251	Prin. of Microeconomics	3	F, S, SU
ECO 252	Prin. of Macroeconomics	3	F, S, SU
PSY 150	General Psychology	3	F, S, SU
SOC 210	Introduction to Sociology	3	F, S, SU

Course #	Course Name	Credit Hrs.	Term Offered
Communications Elective: Choose 1			
COM 120	Intro to Interpersonal Comm.	3	F, S
COM 231	Public Speaking	3	F, S, SU

Course #	Course Name	Credit Hrs.	Term Offered
Humanities/Fine Arts Elective: Choose 1			
ART 111	Art Appreciation	3	F, S, SU
HUM 110	Technology & Society	3	F
HUM 115	Critical Thinking	3	F, S, SU
MUS 110	Music Appreciation	3	F, S