



**BACHELOR OF APPLIED ARTS & SCIENCES**  
Experience  
Discovery  
Collaboration  
Application

**AAS in Game and Simulation Development – Graphics to  
Bachelor of Applied Arts and Sciences  
Guided Pathway  
2019-2020 Catalog**

**First Year – Tyler Junior College**

FIRST SEMESTER	SECOND SEMESTER
<b>GAME 1303</b> – Intro. to Game Design and Development	<b>ARTC 2301</b> – Illustration Techniques II
<b>ARTC 1321</b> – Illustration Techniques I	<b>ARTV 2345</b> – 3-D Modeling and Rendering II
<b>ARTV 1345</b> – 3-D Modeling and Rendering I	<b>COSC 1336</b> – Programming Fundamentals I *
<b>ITSE 1302</b> – Computer Programming	<b>ENGL 1301</b> - Composition I
<b>EDUC 1300</b> – Learning Framework	<b>SPCH 1321</b> – Business & Prof. Communication *

Total semester hours: 15

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**Second Year – Tyler Junior College**

It's best to apply to UNT a full semester before transferring and submit a copy of this pathway with your application.

FIRST SEMESTER	SECOND SEMESTER
<b>ARTV 1341</b> – 3-D Animation I	<b>GAME 2332</b> - Project Development I
<b>GAME 1334</b> – Video Game Art I	<b>GAME 2334</b> - Project Development II
<b>GAME 2309</b> – Video Game Art II	<b>ARTV 2351</b> – 3-D Animation II
<b>MATH 1332</b> – Contemporary Math. (Quantitative Reasoning) *	<b>GAME 2308</b> - Portfolio for Game Development
<b>XXXX X3XX</b> – Lang., Phil. and Culture Core *	<b>ART 1391</b> - Special Topics in Drawing

Total semester hours: 15

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**AAS: Game and Simulation Development - Graphics**

You will need to apply for the associate's degree at your community college. Contact your advisor there for more information.

**Third Year – University of North Texas**

FIRST SEMESTER	SECOND SEMESTER
<b>BAAS 3020</b> - Inquiry and Discovery	<b>BAAS 3000</b> – Pathways to Civic Engagement
<b>ENGL 1320</b> – College Writing II ( <b>ENGL 1302</b> )	<b>PSCI 2306</b> - US and Texas Constitutions and Institutions ( <b>GOVT 2306</b> )
<b>PSCI 2305</b> – American Gov't: Process & Policies ( <b>GOVT 2305</b> )	<b>Life and Physical Science (030)</b>
<b>Life and Physical Science (030)</b>	<b>BCIS 3610</b> – Basic Information Systems (Conc. 2)
<b>BCIS 2610</b> – Introduction to Computers in Business	<b>Social and Behavioral Sciences (080)</b>

**Fourth Year – University of North Texas**

FIRST SEMESTER	SECOND SEMESTER
<b>HIST 4700</b> – Texas History	<b>BAAS 4100</b> - Managing a 21 <sup>st</sup> Century Career
<b>Component Area Option 3XXX-4XXX</b>	<b>HIST 2620</b> – US History since 1865 ( <b>HIST 1302</b> )
<b>3XXX-4XXX Concentration 3</b>	<b>3XXX-4XXX Concentration 3</b>
<b>3XXX-4XXX Concentration 3</b>	<b>3XXX-4XXX Concentration 3</b>
<b>BCIS 3620</b> – Mainframe Concepts (Cons. 2)	<b>BCIS 4610</b> – Analysis of Business Information Systems (Conc. 2)

**This is not an official degree plan. Check with an advisor; degree plans may change in later catalogs.**

Part-time students may also follow this sequence. Developmental coursework may be required.

\* You may take a different course to meet this requirement. A specific list is available from your advisor.

C This course counts for the Core Curriculum at any public college or university in Texas.

() Course numbers shown in parentheses are equivalent to these courses at Midwestern State University.

For questions about the University portion of this degree plan, contact the UNT  
Applied Arts and Sciences Unit Office at (940) 369-8129, [baas@unt.edu](mailto:baas@unt.edu)  
<http://baas.unt.edu>