



BACHELOR OF APPLIED ARTS & SCIENCES
Experience
Discovery
Collaboration
Application

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

First Year – Tyler Junior College

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

Total semester hours: 15

Total semester hours: 15

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 |
|---|---|
| ARTV 1341 – 3-D Animation I | GAME 2332- Project Development I |
| GAME 1334 – Video Game Art I | GAME 2334- Project Development II |
| GAME 2309 – Video Game Art II | ARTV 2351 – 3-D Animation II |
| MATH 1332 – Contemporary Math. (Quantitative Reasoning) * | GAME 2308- Portfolio for Game Development |
| XXXX X3XX – Lang., Phil. and Culture Core * | ART 1391- 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.

Summer - University of North Texas

| FIRST SEMESTER | SECOND SEMESTER |
|--|---|
| CSCE 1030 – Computer Science I (COSC 1436) | CSCE 1040 – Computer Science II (COSC 1437) |

Total Semester Hours: 7

Third Year – University of North Texas

| FIRST SEMESTER | SECOND SEMESTER |
|--|--|
| BAAS 3020 - Inquiry and Discovery | BAAS 3000 – Pathways to Civic Engagement |
| ENGL 1320 – College Writing II (010) | Life and Physical Science (030) |
| Life and Physical Science (030) | Mathematics (020) |
| CSCE 2100 – Computer Foundations I (MATH 2305) | CSCE 2110 – Computing Foundations II (COSC 2336) |
| Elective 3XXX-4XXX | Elective 3XXX-4XXX |

Summer - University of North Texas

| FIRST SEMESTER | SECOND SEMESTER |
|--------------------|--------------------|
| Elective 3XXX-4XXX | Elective 3XXX-4XXX |

Fourth Year – University of North Texas

| FIRST SEMESTER | SECOND SEMESTER |
|--|---|
| PSCI 2305 – American Gov't: Process & Policies (070) | BAAS 4100 - Managing a 21 st Century Career |
| HIST 2610 – US History to 1865 (060) | PSCI 2306 - US and Texas Constitutions and Institutions (070) |
| Component Area 3XXX-4XXX (090) | HIST 2620 – US History since 1865 (060) |
| CSCE 3XXXX-4XXX | CSCE 3XXXX-4XXX |
| CSCE 3XXXX-4XXX | CSCE 3XXXX-4XXX |

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 <http://baas.unt.edu>