



AAS in Game and Simulation Development – Graphics to Bachelor of Applied Arts & Sciences Guided Pathway Effective for the 2016-2017 Catalog

First Year – Tyler Junior College

| FIRST SEMESTER (15 SCH) | SECOND SEMESTER (15 SCH) |
|---|---|
| GAME 1303 – Intro. to Game Design and Dev. | GAME 2332 – Project Development I |
| ARTC 1321 – Illustration Techniques I | ARTS 1316 – Drawing I |
| ARTV 1345 – 3-D Modeling and Rendering I | ARTC 2301 – Illustration Techniques II |
| COSC 1330 – Computer Programming | ARTV 2345 – 3-D Modeling and Rendering II |
| ^c EDUC 1300 – Learning Framework (090) | ARTS 2348 – Digital Art I |

Second Year – Tyler Junior College

It's best to apply to Texas A&M University-Commerce a full semester before you plan to transfer and submit a copy of this pathway with your application.

| FIRST SEMESTER (15 SCH) | SECOND SEMESTER (12 SCH) |
|--|---|
| ^c ENGL 1301 – Composition I (010) | ^c SPCH 1321 – Bus. & Prof. Communication (010) |
| ARTS 2349 – Digital Art II | GAME 2309 – Video Game Art II |
| ARTV 1341 – 3-D Animation I | ARTV 2351 – 3-D Animation II |
| GAME 2334 – Project Development II | ^c ENGL 2332 – World Literature I * (040) |
| CMATH 1332 – Quantitative Reasoning * (020) | SUMMER (3 SCH) |
| | GAME 2359 – Game and Simulation Group Project |

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 Courses - Texas A&M University-Commerce

| FIRST SEMESTER | SECOND SEMESTER |
|---|---|
| ^c ENG 1302 - GLB/US-Written Argument/Research | C HIST 1302 - U.S. History from 1865 |
| ^C HIST 1301 - U.S. History to 1877 | ^C PSCI 2302 - US/TX Government; Institutions & Policies ² |
| ^C PSCI 2301 - Principles of US and Texas Government ² | C ANY SOCIAL OR BEHAVORIAL SCIENCE CORE |
| C ANY CREATIVE ARTS CORE | C ANY LIFE & PHYSICAL SCIENCE CORE |
| C ANY LIFE & PHYSICAL SCIENCE CORE | BAAS 326 Tech Techniques & Solutions |
| BAAS 301 Principles of Applied Sciences | |

Fourth Year Courses - Texas A&M University-Commerce

| FIRST SEMESTER | SECOND SEMESTER |
|---|--|
| TMGT 458 Project Management | TMGT 350 Principles of Technology Management |
| BAAS 345 Leadership Techniques | BAAS 445 Ethical Decision Making |
| BAAS 408 Advanced Problem Solving (Pre-Req BAAS 326) | Upper Level Elective |
| BAAS 351 Financial Tools for Mangers (Pre Req BAAS 326) | Upper Level Elective |
| BAAS 443 Professional Standards | TMGT 303 Technical Communications |

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 and does not count toward degree hours.

() Course numbers shown in parentheses are equivalent to these courses at TAMUC.

^{*} 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. Sometimes, taking a specific course to meet a Core requirement will also fulfill other requirements for your degree. If this course meets more than one requirement it is listed as the correct option (with no asterisk).

²Taking both GOVT courses at a TJC creates a better alignment.