

**STEM**

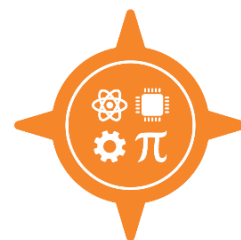
**GUIDED PATHWAY: INTERACTIVE SIMULATION AND GAME TECHNOLOGY – ART/ANIMATION/DESIGN SPECIALIZATION**

For more information, visit [www.dcccd.edu/gaming](http://www.dcccd.edu/gaming) and your academic advisor at Richland College.

This is an example course sequence for students interested in pursuing Interactive Simulation and Game Technology. It does not represent a contract, nor does it guarantee course availability. Following this pathway will help you earn an Associate of Applied Science (AAS) degree Interactive Simulation and Game Technology with the Art/Animation/Design Specialization<sup>2</sup>. For official degree requirements, [click here](#).

The Associate of Applied Science degree in Interactive Simulation and Game Technology is designed for students seeking entry into a career in the electronic game industry or in related fields such as entertainment, communications and education that utilize interactive simulations. In addition to specializations in art and programming, the AAS degree includes a core of courses designed for transfer for those seeking further education in related fields. Courses that complete the Degree (D) are noted below.

Visit [www.ntxccc.org/pathways](http://www.ntxccc.org/pathways) to view guided pathways created for students who complete an AAS degree and the options for transfer to complete a Bachelor of Applied Arts and Science. Speak with an academic advisor at your college to choose courses that will help you to transfer to a specific university.



**ONLY Offered at RLC**

**COLLEGE READINESS REQUIREMENTS (only for the AAS)**

Enrolling in one or more courses may be necessary if assessment activities and previous academic experiences indicate a need for additional knowledge and skills:

**READING & WRITING PLACEMENT**

TSI MET:  YES  NO

DREA / DWRI / DIRW (CIRCLE ONE)

OTHER:

**MATH PLACEMENT**

TSI MET:  YES  NO

IF NO, ADVISOR INSERT COURSE(S) NEEDED

DMAT

OTHER:

**ENGLISH LANGUAGE PROFICIENCY**

PROFICIENCY MET:  YES  NO

ESOL

OTHER:

*Exemptions/waivers may exist. Speak with an academic advisor regarding placement in college readiness courses and your ability to enroll in core academic coursework.*

**SEMESTER-BY-SEMESTER MAP FOR FULL-TIME STUDENTS<sup>3</sup>**

*All maps can be modified to fit the needs of part-time students*

D	SEMESTER 1	ACTION ITEMS
♦	<b>GAME 1303</b> – Introduction to Game Design and Development	<input type="checkbox"/> Meet with an advisor to confirm academic and career goals before the end of the semester. <input type="checkbox"/> Meet with a career advisor or coach to research your career options and opportunities for job shadowing.
♦	<b>MATH 1332</b> – Contemporary Mathematics (Quantitative Reasoning)	
♦	<u>Select TWO from the following:</u> <b>GAME 1370</b> – Concept Art I, <b>GAME 1304</b> – Level Design	
♦	<b>ARTV 1303</b> – Basic Animation	
<b>TOTAL SEMESTER CREDIT HOURS: 12</b>		
D	SEMESTER 2	ACTION ITEMS
♦	<b>ENGL 1301</b> – Composition I	<input type="checkbox"/> Meet with your advisor to file an official degree plan, confirm or update your academic/career path and program of study.
♦	<b>SPCH 1311</b> – Intro to Speech Communication <b>OR</b>	
♦	<b>SPCH 1315</b> – Public Speaking	
♦	<u>Select TWO from the following:</u> <b>ARTV 1345</b> – 3-D Modeling and Rendering I, <b>ARTV 1341</b> – 3-D Animation I <b>GAME 2304</b> – Level Design II, <b>GAME 2370</b> – Concept Art II	
<b>TOTAL SEMESTER CREDIT HOURS: 12</b>		
D	SEMESTER 3	ACTION ITEMS
♦	<b>ARTV 2355</b> – Character Rigging and Animation	<input type="checkbox"/> Meet with faculty or a career advisor regarding placement for the Internship course.
♦	<b>GAME 1372</b> – Visual Effects for Video Games I	
♦	<b>GAME 2332</b> – Project Development I	
♦	<u>Select TWO from the following:</u> <b>ARTV 2345</b> – 3-D Modeling and Rendering II, <b>ARTV 2351</b> – 3-D Animation II <b>ARTS 2323</b> – Life Drawing I, <b>ARTS 1316</b> – Drawing I <b>GAME 1302</b> – Interactive Storyboarding, <b>ARTV 1343</b> – Digital Sound	
<b>TOTAL SEMESTER CREDIT HOURS: 15</b>		
D	SEMESTER 4	ACTION ITEMS
♦	<b>GAME 1371</b> – Motion Capture <b>OR</b>	<input type="checkbox"/> Meet with a career advisor or coach for assistance in preparing for job search.
♦	<b>GAME 2372</b> – Visual Effects for Video Games II	
♦	<b>GAME 2387</b> – Internship-Animation, Interactive Technology, Video Graphics, and Special Effects	
♦	<b>GAME 2334</b> – Project Development II	
♦	<b>Humanities/Fine Arts Elective*</b>	
♦	<b>PSYC 2301</b> – General Psychology	
<b>TOTAL SEMESTER CREDIT HOURS: 15</b>		
D	SEMESTER 5	ACTION ITEMS
♦	<b>GAME 2308</b> – Portfolio for Game Development	<input type="checkbox"/> After reviewing your degree plan and program of study, apply for Graduation. <input type="checkbox"/> Meet with your advisor to apply for the Interactive Simulation and Game Technology-Art/Animation/Design Specialization AAS. <input type="checkbox"/> Sign up for Commencement. <input type="checkbox"/> Join the <a href="#">Alumni Network!</a>
♦	<b>GAME 2359</b> – Game and Simulation Group Project	
<b>TOTAL SEMESTER CREDIT HOURS: 6</b>		

**AAS DEGREE MINIMUM: 60 SEMESTER CREDIT HOURS | PATHWAY TOTAL: 60 SEMESTER CREDIT HOURS**

<sup>1</sup> Degree plans may change in later catalogs. You may use this pathway if you entered one of the seven colleges on or before this date.

<sup>2</sup> Students must earn at least 25% of the credit hours (15 hours) required for graduation through instruction by the DCCCD college awarding the degree.

<sup>3</sup> This is not an official degree plan. For official degree requirements, [click here](#).

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

\* There are several options to fulfill this requirement. See your academic advisor for a specific list.

You must earn a grade of "C" or better in English 1301 and the selected college-level mathematics course.

THIS PATHWAY WAS LAST UPDATED ON JANUARY 19, 2019