



### AAS in Game and Simulation Development - Graphics to BAAS **Guided Pathway** 2018-2019 Catalog

## First Year – Tyler Junior College

FIRST SEMESTER	SECOND SEMESTER
GAME 1303 – Intro. to Game Design and Development	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
ITSE 1302 – Computer Programming	ARTV 2345 – 3-D Modeling and Rendering II
<sup>c</sup> EDUC 1300 – Learning Framework (090)	ARTC 1310 – Design Concepts
Total semester hours: 15	Total semester bours: 15

otal semester hours: 15

Total semester hours: 15

## Second Year – Tyler Junior College

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

FIRST SEMESTER	SECOND SEMESTER
<sup>C</sup> ENGL 1301 – Composition I (010)	<sup>c</sup> SPCH 1321 – Business & Prof. Communication (010)
ARTV 1311 – Storyboard	GAME 2309 – Video Game Art II
ARTV 1341 – 3-D Animation I	ARTV 2351 – 3-D Animation II
GAME 2334 – Project Development II	<sup>C</sup> XXXX X3XX – Lang., Phil. and Culture Core * (040)
<sup>c</sup> MATH 1332 – Contemporary Math. (Quantitative	Total semester hours: 15
Reasoning) * (020)	
Total semester hours: 15	
SUMMER	

GAME 2359 - Game and Simulation Group Project

Total semester hours: 15

# 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
<sup>c</sup> ENG 1302 - GLB/US-Written Argument/Research	<sup>C</sup> HIST 1302 - U.S. History from 1865
<sup>C</sup> HIST 1301 - U.S. History to 1877	<sup>C</sup> PSCI 2302 - US/TX Government; Institutions & Policies <sup>2</sup>
<sup>C</sup> PSCI 2301 - Principles of US and Texas Government <sup>2</sup>	<sup>C</sup> ANY SOCIAL OR BEHAVORIAL SCIENCE CORE
<sup>C</sup> ANY CREATIVE ARTS CORE	<sup>C</sup> ANY LIFE & PHYSICAL SCIENCE CORE
<sup>C</sup> 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.

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

<sup>c</sup> 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).

<sup>2</sup>Taking both GOVT courses at a TJC creates a better alignment.

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

For questions about the University portion of this guided pathway, contact the Applied Science Academic Advising Office at (903) 886–5155 or Misty.Lair@tamuc.edu.