



**Associate of Applied Science  
In Gaming Application Programming to  
Bachelor of Applied Arts & Sciences  
Guided Pathway  
Effective for the 2016-2017 Catalog**



**First Year - NCTC**

<b>FIRST SEMESTER</b>	<b>SECOND SEMESTER</b>
<b>ARTC 1325</b> – Intro. to Computer Graphics	<b>GAME 1343</b> – Game & Simulation Program. I
<b>GAME 1306</b> – Design & Creation Of Games	<b>ITSE 2321</b> – Object-Oriented Programming
<b>ITSE 1391</b> – Special Topics in Android Prgm	<b>EECT 1300</b> – Technical Customer Service
<b>ITSW 1307</b> – Introduction to Database	<b>GAME 1328</b> – Video Game Design
<b>GAME 1309</b> – Intro to Animation Programming	<b>ITSE 2310</b> – iOS Application Programming

**Second Year - NCTC**

It is best to apply to Texas A&M University-Commerce a full semester before you plan to transfer. It will help if you submit a copy of this pathway with your application.

<b>FIRST SEMESTER</b>	<b>SECOND SEMESTER</b>
<b>IMED 1345</b> – Interactive Digital Media I	<b>MATH 1332</b> – Contemporary Mathematics
<b>GAME 2342</b> – Game Development Using C++	<b>ARTS 1301</b> – Art Appreciation
<b>ITSE 2317</b> – Java Programming	<b>GOVT 2305</b> – Federal Government
<b>GAME 1303</b> – Intro to Game Design & Dev.	<b>ENGL 2311</b> – Tech. & Business Writing
<b>ENGL 1301</b> –Composition I	<b>GAME 2308</b> – Portfolio for Game Development

**AAS: Gaming Application Programming**

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

**Third Year - Texas A&M University-Commerce**

<b>FIRST SEMESTER</b>	<b>SECOND SEMESTER</b>
<b>HIST 1301</b> - U.S. History to 1877	<b>HIST 1302</b> - U.S. History from 1865
<b>PSCI 2301</b> - Principles of US and Texas Government <sup>2</sup>	<b>ANY LITERATURE, PHILOSOPHY, &amp; CULTURE CORE</b>
<b>ANY LIFE &amp; PHYSICAL SCIENCE CORE</b>	<b>ANY DEGREE PATHWAY OPTION</b>
<b>SPC 1315</b> - Fundamentals of Public Speaking OR	<b>ANY SOCIAL &amp; BEHAVIORAL SCIENCE CORE</b>
<b>SPC 1321</b> - Business/Professional Speaking	
<b>BAAS 301</b> Principles of Applied Sciences	<b>BAAS 326</b> Tech Techniques & Solutions

**Fourth Year - Texas A&M University-Commerce**

<b>FIRST SEMESTER</b>	<b>SECOND SEMESTER</b>
<b>BAAS 345</b> Leadership Techniques	<b>TMGT 350</b> Principles of Technology Management
<b>BAAS 408</b> Advanced Problem Solving (Pre-Req BAAS 326)	<b>BAAS 445</b> Ethical Decision Making
<b>BAAS 351</b> Financial Tools for Mgrs (Pre-Req BAAS 326)	Upper Level Elective
<b>BAAS 443</b> Professional Standards	Upper Level Elective
	<b>TMGT 303</b> 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.

Ⓒ 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 NCTC creates a better alignment.

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](mailto:Misty.Lair@tamuc.edu).