AAS COMPUTER INFORMATION TECHNOLOGY – COMPUTER PROGRAMMING TO LAMAR UNIVERSITY BS COMPUTER GAME DEVELOPMENT*

FALL			SPRING			SUMMER (IF APPLICABLE)		
Course	Title	Credit Hours	Course	Title	Credit Hours	Course	Title	Credit Hours
BCIS 1305	Business Computer Applications	3	COSC 1437	Programming Fundmtls. II C++	4			
COSC 1436	Programming Fundmtls. I C++	4	ENGL 1301	English Composition I +	3			
ITNW 1325	Fundamentals of Networking	3	IMED 2415	Web Design II	4			
INTW 1358	Network+	3	MATH 1314/32	College Algebra or Quant. Rsng. +	3			
ITSE 1431	Intro to Visual BASIC Programming	4						
Fall Total Credit Hours		**17**	**Spring Total Credit Hours**		**14**	**Summer Total Credit Hours**		

FALL			SPRING			SUMMER (IF APPLICABLE)		
Course	Title	Credit Hours	Course	Title	Credit Hours	Course	Title	Credit Hours
COSC 2336	Programming Fundamental III	3	COSC 2325	Comp. Organization & Machine Language	3			
ITSE 2409	Database Programming	4	ITSW 1404	Introduction to Spreadsheets	4			
ITMT 1357	Administering a Windows Server Operating System	3	LPC/ CA	Lang Phil Cult or Creat. Arts Core +	3			
ITMT 1358	Windows Client Operating System	3	SBS CORE	Social & Beh. Sciences Core +	3			
SPCH 1315	Public Speaking +	3						
Fall Total Credit Hours		**16**	**Spring Total Credit Hours**		**13**	**Summer Total Credit Hours**		
Program Hours								**45**
Core Curriculum Hours								**15**
Total Hours								**60**

*No longer offered starting 2022-2023

NOTES/COMMENTS:
+Denotes core requirement. Speak with Department Chair or Academic Advisor for proper course selection.
The following classes are required for the completion of AAS Computer Information Technology – Computer Program degree and will not transfer to Lamar University's B.S. Computer Game Development degree: INTW 1325, INTW 1358, ITSE 1431, ITMT 1357, ITMT 1358, IMED 2415, ITSW 1404, ITSE 2409