

# Information Technology AAS

## Animation and Game Developer - Concentration

### Program Description:

Students who receive an AAS in Information Technology (IT) will possess a broad base of computer skills and knowledge. The curriculum is designed to maintain maximum flexibility in order to compete in the changing workforce. Today's games are very complex. They require teams of programmers, designers, artists, testers, advertisers, and producers to organize and develop them. Training needed for game development is enormous, warranting a complex education of multiple courses in multiple fields. The Animation and Game Developer curriculum is designed to provide training in principles and techniques used to create interactive 2D and 3D computer games. Students can learn:

- Design Software
- Programming Languages
- Modeling and Animation Skills
- Web graphic design
- Game Engines used to Design and Develop Games

IT 298, an internship course taken over the course of a student's four semesters, requires the student to apply knowledge and skills acquired in the classroom to a real-world employment environment.

### Career Outlook:

For the most current career outlook information please refer to the Bureau of Labor Statistics "Occupational Outlook Handbook" found at [www.bls.gov/ooh/](http://www.bls.gov/ooh/).

One of the most important requirement needs as an IT student is the willingness to learn and to keep on learning throughout one's professional career. The IT Division can provide students with the knowledge and skills to start on that path. The successful student will provide the energy, enthusiasm, and drive to continue to acquire new knowledge and skills in order to succeed in the rapidly changing world of Information Technology.

### Employment Opportunities:

Programmer  
Web /game designer  
Product tester  
Animation designer

Project manager  
Software publishers  
Educational support services

### Salary Information:

For the most current salary information, please refer to the Bureau of Labor Statistics "Occupational Outlook Handbook" found at [www.bls.gov/ooh/](http://www.bls.gov/ooh/).

### Program Admission Requirements:

The college adheres to an open admission policy which means applicants with a high school diploma or a GED are eligible for admission. Applicants with neither a high school diploma nor a GED may be admitted on a conditional basis.

### Contact Information:

Garrett Mathis  
Room 205  
Phone: (304) 710-3392  
Email: [mathis6@mctc.edu](mailto:mathis6@mctc.edu)

Rob Jenkins  
Room 207  
Phone: 304-710-3531  
Email: [jenkinsr@mctc.edu](mailto:jenkinsr@mctc.edu)

**Information Technology Major Code – CI20 • Animation and Game Developer Concentration Code – CI28**

<b>Name:</b>	<b>ID Number 942-</b>
<b>Educational Counselor:</b>	
<b>Faculty Advisor:</b>	

**COURSE REQUIRED**

COURSE	REQUIREMENTS	SEM	HRS	GR	SUBSTITUTE/REPEAT CRS	SEM	CR
ENL 101	Written Communication <sup>1</sup>		3				
IT 101 or IT 102	Fundamentals of Computers Advanced Computer Applications <sup>2</sup>		3				
IT 110	Computer Skills for Designers		3				
IT 171	Introduction to Gaming I	F	3				
IT 298	Game & Design Internship/Coop		1				
MAT 120	Applied Professional Mathematics <sup>3</sup>		3				
			16				
COM 112 or COM 125	Oral Communication Interpersonal Communication		3				
IT 107	Fundamentals of the Internet		3				
IT 115	Introduction to Programming <sup>4</sup>	S	3				
IT 212	Publishing on the Internet <sup>5,6</sup>		3				
IT 271	Introduction to Gaming II <sup>6,7</sup>	S	3				
IT 298	Game & Design Internship/Coop		1				
			16				
ENL 131	Technical Report Writing <sup>8</sup>		3				
IT 213	Web Graphic Design <sup>5</sup>	F	3				
IT 215	Advanced Programming <sup>9</sup>	F	3				
IT 250	Applications to Database <sup>4</sup>	F	3				
IT 298	Game & Design Internship/Coop		1				
	IT Elective <sup>10</sup>		3				
			16				
IT 242	Emerging Web Technologies <sup>6,11</sup>	S	3				
IT 272	Intro to 3D Modular Programming <sup>6,12</sup>	S	3				
IT 277	Management Information Systems		3				
IT 298	Game & Design Internship/Coop		1				
	IT Elective		3				
			13				

<sup>1</sup> ENL 101 has a prerequisite of placement in 100-level English or a corequisite of ENL 095. Students must complete ENL 101 with a "C" or better to graduate.  
<sup>2</sup> The student must register for IT 101 during his or her first semester or successfully pass a challenge exam for IT 101.  
<sup>3</sup> Math 120 has a prerequisite of placement in 100-level Math or a minimum ACT Math score of 19 or SAT Math score of 510.  
<sup>4</sup> IT 115, and IT 250 have a prerequisite of IT 101 or IT 102.  
<sup>5</sup> IT 212 and IT 213 have a prerequisite of IT 107.  
<sup>6</sup> IT 212, IT 242, IT 271, and IT 272 are offered spring semesters only.  
<sup>7</sup> IT 271 has a prerequisite of IT 171 with a "C" or better.  
<sup>8</sup> ENL 131 has a prerequisite of placement in 100-level English or a corequisite of ENL 095.  
<sup>9</sup> IT 215 has a prerequisite of a "C" or better in IT 115.  
<sup>10</sup> Choose from one of the following: IT 111, IT 112, IT 113, IT 120, IT 141, IT 150, IT 160, IT 165, IT 210, IT 211, IT 216, IT 217, IT 219, IT 221, IT 222, IT 223, IT 224, IT 225, IT 226, IT 227, IT 230, IT 231, IT 240, IT 241, IT 245, IT 252, IT 255, IT 260, IT 266, IT 270, IT 276, IT 278, IT 279, or IT 293.  
<sup>11</sup> IT 242 has a prerequisite of IT 212.  
<sup>12</sup> IT 272 has a prerequisite of IT 215 with a "C" or better.