Computer Science and Software Development, AAS
Game Development – Concentration

Academic Year 2026-2027

Program Description:

The Associate of Applied Science concentration in Game Development offers a solid foundation of computer skills and knowledge, and the experience of building real, multi-platform games to showcase in student portfolios. The curriculum used prepares students to enter this ever-growing and ever-changing field by working with some of the most in-demand programming languages and tools used in gaming. Students begin with a foundation in object-oriented programming using Python and also create 3D games via Unreal Engine's visual scripting system, Blueprint. Students then spend their remaining time developing games using C++ in addition to Blueprint as the progress their journey toward game developer.

Career Outlook and Salary Information:

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

Program Outcomes:

- Communicate clearly in writing and in speech in all professional situations
- Apply design and development principles in the construction of computer games
- Collaborate effectively with team members on projects
- Develop games from design through production to release
- Plan and manage projects efficiently and effectively by developing a detailed schedule of tasks, key design documents, and benchmarks using the best tools and best practices

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:

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	Computer Science and Software Development Major Code – CI20 • Game Development Concentration Code – CI28						
Name:					**ID Number 942-**		
Educational Counselor:							
Faculty Advisor:							

COURSE REQUIRED

COURSE	REQUIREMENTS	SEM	HRS	GR	SUBSTITUTE/REPEAT CRS	SEM	CR
ENL 101	Written Communication [1]		3				
IT 101	Fundamentals of Computers		3				
IT 110	Computer Skills for Designers		3				
IT 171	Introduction to Gaming I	F	3				
IT 298	Game Development Internship		1				
MAT 120	Applied Professional Mathematics [2]		3				
			16				
COM 112 or COM 125	Oral Communication or Interpersonal Communication		3				
IT 107	Fundamentals of the Internet		3				
IT 115	Introduction to Programming [3]	S	3				
IT 212	Publishing on the Internet [4,5]		3				
IT 271	Game Development II [5,6]	S	3				
IT 298	Game Development Internship		1				
			16				
ENL 131	Technical Report Writing [7]		3				
IT 213	Web Graphic Design [5]	F	3				
IT 215	Advanced Programming [8]	F	3				
IT 250	Applications to Database [3]	F	3				
IT 298	Game Development Internship		1				
	IT Elective [9]		3				
			16				
IT 242	Emerging Web Technologies [5,10]	S	3				
IT 272	Intro to 3D Modular Programming [5,11]	S	3				
IT 277	Management Information Systems		3				
IT 298	Game Development Internship		1				
	IT Elective		3				
			13				
Hours Required for Graduation			61				

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[1] ENL 101 has a prerequisite of ACT 18, SAT 480, Accuplacer 250-300, or be placed in ENL 101E. Students must complete ENL 101 or ENL 101E with a "C" or better to graduate.
[2] Math 120 has a prerequisite of a minimum ACT Math score of 19, SAT Math score of 510, or Accuplacer 250.
[3] IT 115, and IT 250 have a prerequisite of IT 101 or IT 102.
[4] IT 212 and IT 213 have a prerequisite of IT 107.
[5] IT 212, IT 242, IT 271, and IT 272 are offered spring semesters only.
[6] IT 271 has a prerequisite of IT 171 with a "C" or better.
[7] ENL 131 has a prerequisite of placement in 100-level English or .
[8] IT 215 has a prerequisite of a "C" or better in IT 115.
[9] Choose from one of the following: DSGN 101, DSGN 105, DSGN 201, IT 111, IT 112, IT 113, IT 120, IT 141, IT 150, IT 160, IT 165, IT 170, 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 276, IT 278, IT 279, or IT 293.
[10] IT 242 has a prerequisite of IT 212.
[11] IT 272 has a prerequisite of IT 215 with a "C" or better.

Mountwest empowers students to learn and lead in the community and in the workforce.
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