***AAS in Interactive Simulation and Game Technology (Art/Animation/Design Specialization) (60 hours)***

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

**First Year – Dallas College**

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| **FIRST SEMESTER** | **SECOND SEMESTER** |
| GAME 1303 - Introduction to Game Design and Development | GAME 2332 - Project Development I |
| MATH 1332 - Contemporary Mathematics  (Quantitative Reasoning) | SPCH 1311 - Introduction to Speech Communication  **OR**  SPCH 1315 - Public Speaking |
| PSYC 2301 - General Psychology | ++++Elective [Humanities/Fine Arts](https://www1.dcccd.edu/catalog/GeneralInfo/CoreCurriculum/ct-core.cfm#humanities) |
| GAME 1304 - Level Design | GAME 2370 - Concept Art II  **OR**  GAME 1314 - Character Sculpting  **OR**  GAME 2325 - 3-D Animation II - Character Setup |
| GAME 1370 - Concept Art I  **OR**  ARTV 1341 - 3-D Animation I  **OR**  GAME 1336 - Introduction to 3-D Game Modeling | GAME 1372 - Visual Effects for Video Games I  **OR**  GAME 2304 - Level Design II  **OR**  ARTV 2351 - 3-D Animation II |
| **Total Semester Hours: 15** | **Total Semester Hours: 15** |

**Second Year – Dallas College**

It’s best to apply to ***UNT*** a full semester before you plan to transfer. It will help if you submit a copy of this pathway with your application.

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| **THIRD SEMESTER** | **FOURTH SEMESTER** |
| GAME 2334 - Project Development II | GAME 2359 - Game and Simulation Group Project |
| ENGL 1301 - Composition I | GAME 2308 - Portfolio for Game Development |
| GAME 1306 - Design and Creation of Games | GAME 2387 - Internship-Animation, Interactive Technology, Video  Graphics and Special Effects  **OR**  GAME 2374 - Game Production |
| +Elective - Specialty (ART/ANIMATION/DESIGN) | ++Elective - Specialty (ART/ANIMATION/DESIGN) |
| +Elective - Specialty (ART/ANIMATION/DESIGN) | ++Elective - Specialty (ART/ANIMATION/DESIGN) |
| **Total Semester Hours: 15** | **Total Semester Hours: 15** |

***BAAS: Applied Arts & Sciences***

Upon admittance into the University of North Texas, students pursuing the Bachelor of Applied Arts & Sciences degree will need to complete *a minimum of 60 credit hours* to meet the 120-hour requirement for this degree program. Of those 60 hours, 36 hours must be advanced-level (3000-4000 level) and 24 of the 36 advanced hours must be completed in residence at UNT. A total of 30 hours must be completed at UNT to meet the university’s residency requirement.

A diagram of a pyramid

Description automatically generated

Students will select professional development concentrations and/or a focus area in consultation with a CACS advisor. Please contact the College of Applied and Collaborative Studies Advising Office at [CACS@unt.edu](mailto:CACS@unt.edu) for assistance regarding customized concentrations and focus area options, and unofficial degree plans.

**This is not an official degree plan***.* **Check with a Collin College and UNT CACS advisor; degree plans may change in later catalogs.**

* Part-time students may also follow this sequence. Developmental coursework may be required.
* You may take a different course to meet this requirement. A specific list is available from your advisor.
* **C**This course counts for the Core Curriculum at any public college or university in Texas
* Limited Focus Area options and number of advanced hours vary between (15-24 hours)

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