**AAS In Information Technology (Game, Simulation, and Animation Design) (60 hours)**

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

**First Year – Tarrant Country College**

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| **FALL TERM** | **SPRING TERM** | **SUMMER TERM** |
| BCIS 1305 - Business Computer Applications +  **OR**  COSC 1301 - Introduction to Computing + | COSC 1436 - Programming Fundamentals I + | ITSY 1300 - Fundamentals of  Information Security |
| CPMT 1403 - Introduction to Computer Technology | ITNW 1425 - Fundamentals of Networking  Technologies |
| ITNW 1309 - Fundamentals of Cloud Computing |
| ENGL 1301 - Composition I + |
| MATH 1314 - College Algebra +  **OR**  MATH 1316 - Plane Trigonometry +  **OR**  MATH 1332 - Contemporary Mathematics  (Quantitative Reasoning) +  **OR**  MATH 1342 - Elementary Statistical Methods +  **OR**  MATH 2412 - Pre-Calculus Math +  **OR**  MATH 2413 - Calculus I + | General Education - Social or Behavioral Science  Semester Hours: 3 \* |
| General Education - Creative Arts/Language,  Philosophy and Culture  Elective Semester Hours: 3 \* |
| **Total Semester Hours: 16** | **Total Semester Hours: 14** | **Total Semester Hours: 3** |

**Second Year – Tarrant Country College**

It’s best to apply to ***UNT for*** 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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| **FALL TERM** | **SPRING TERM** |
| SPCH 1311 - Introduction to Speech Communication +  **OR**  SPCH 1315 - Public Speaking +  **OR**  SPCH 1321 - Business and Professional Communication + | GAME 1403 - Introduction to Game Design and Development |
| GAME 1304 - Level Design  **OR**  GAME 2325 - 3D Animation II - Character Setup | GAME 1459 - Game and Simulation Programming II |
| GAME 1328 - Video Game Design  **OR**  GAME 1436 - Introduction to 3D Game Modeling |
| GAME 1443 - Game and Simulation Programming I | GAME 2308 - Portfolio for Game Development  (Capstone) |
| GAME 1334 - Video Game Art I  **OR**  GAME 1409 - Introduction to Animation Programming |
| **Total Semester Hours: 16** | **Total Semester Hours: 11** |

***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)