



NEW PROGRAM FOR 2009-2010

GAME AND SIMULATION PROGRAMMING

COMPUTER SCIENCE TRANSFER

GAME AND SIMULATION PROGRAMMING OPTION
ASSOCIATE OF SCIENCE DEGREE
CENTER FOR APPLIED LEARNING TECHNOLOGY
ROOM 234, 410-777-2442
WWW.AACC.EDU/COMPUTERTECH

Award: Associate of Science degree, A.S.

Total Credit Hours: A minimum of 60 credit hours.

Estimated Minimum Cost: Tuition and fees are subject to change. For cost details see page 28 of the 2009-2010 AACC catalog.

Purpose: This transfer option provides a solid computer science and mathematics foundation for those students transferring to four-year colleges and universities to pursue a bachelor's degree in computer science or game and simulation programming.

Students who have already selected a transfer college/university should consult with the Anne Arundel Community College computer technologies director to plan their program and to keep abreast of program changes and updates to the articulation agreements between Anne Arundel Community College and the transfer institutions.

RANGE OF OCCUPATIONS

Occupations can be explored further through the virtual Transfer Center at www.aacc.edu/transfer/articulations

Degree Requirements: Refer to the general education degree requirements section on pages 225-233 of this catalog to ensure that diversity and computing and information technology competency and general education degree requirements are included in your course selections.

Transfer Agreements: Agreements may exist for this program of study. To access agreements, go to www.aacc.edu/transfer and then click on "Articulations."

Related Educational Opportunities: Additional courses, credentials and/or certifications may be available through the AACC School of Continuing and Professional Studies. Visit www.aacc.edu/coned for more information.

For information contact:
Kelly Koermer 410-777-7432
Trish Gregory 410-777-2372

GENERAL EDUCATION REQUIREMENTS: 12 credits

An approved list of general education courses can be found on pages 215-222 of the catalog. Choose general education courses from the following topics:

Table listing general education requirements with categories like ENGLISH, ARTS and HUMANITIES, BIOLOGICAL and PHYSICAL SCIENCES, etc., and their respective credit values.

PROGRAM REQUIREMENTS: 42 credits

Table listing program requirements with course numbers like ART 100, CSI 161, CSI 162, etc., and their respective credit values.

ADDITIONAL REQUIREMENTS

COMPUTER COMPETENCY REQUIREMENT

General education requirement CSI 117 and program requirement CSI 161 and CSI 162 meet this requirement.

DIVERSITY REQUIREMENT

Students may satisfy the diversity requirement simultaneously as they satisfy general education requirements for arts and humanities, social and behavioral sciences and biological and physical sciences.