Game Programming

Emphasis
Associate of Applied Science (AAS) Degree

Technical Requirements.............57
General Education/MnTC 15
Total Credits 72

Program Information

The Anoka Technical College Associate of Applied Science (AAS) degree in Information Technology with a concentration in Game Programming is a 72-credit program designed to prepare graduates to successfully compete for high-paying, rewarding careers in IT fields with the highest demand, both today and in the future. The program requirements were determined through consultation with employers, those working in the industry, technical training professionals, and those currently seeking training and retraining for IT careers. This emphasis focuses on designing, developing, and deploying computer programs and games. Students learn animation skills and programming techniques suitable for developing elementary interactive computer games.

The IT degree has an initial curriculum of over 90 courses in seven career areas of concentration:
• Convergence Technology
• Database Design & Development
• Game Programming
• Mobile Development
• Network Analyst
• Software Development
• Web Design & Development

This unique program allows technical specialization in one option while the common core courses and required electives build a broad IT foundation needed to understand the terminology and methodologies of other IT specialties in the workplace. Graduates are encouraged to take advantage of access to corporate recruitment and IT recruiting firms. Internships and work-study positions will also be available. The IT graduate will be highly employable, in many cases even before graduation.

Prerequisites

Some courses may require appropriate test score or completion of basic math, basic English and/or reading courses with a "C" or better.

Graduation Requirements

All Anoka Technical College students seeking an Associate of Applied Science (AAS) degree, diploma or certification must meet the grade-point average (GPA) of 2.0 or higher. Please contact your advisor for any further program graduation requirements.

Transfer Opportunities

To see how credits from this program may transfer into other Anoka Technical College programs or into a program at another college, visit:
• Minnesota Transfer: (www.mntransfer.org/students/plan/s_agreements.php?numResults=25&archive=false&from_inst=70&from_prog=&to_inst=&Search=Search)

• Anoka Technical College transfer student: (www.anokatech.edu/BecomeStudent/Transfers.aspx)

Industry Information

Game Programming graduates are specialists in their field and have a broad base of foundational knowledge from the common core courses that span the seven areas of concentration.Professional standards, proper methodology, such as sound engineering principles, and project management are emphasized throughout the courses.

Wages/Outlook/Advancement

Wage information is available from the Minnesota Department of Employment and Economic Development (http://mn.gov/deed/job-seekers/job-outlook/index.jsp).

Technical Education: 57 Credits

☐ ITEC 1002	Networking Fundamentals		3
☐ ITEC 1016	Web Development Technologies		4
☐ ITEC 1025	Project Management		4
☐ ITEC 1070	IT Support		1
☐ ITEC 2100	Programming Logic & Design		4
☐ ITEC 2105	JAVA Programming		4
☐ ITEC 2310	Graphic Design Technologies		4
☐ ITEC 2317	Web Interactivity Tools		4
☐ ITEC 2326	Gaming Technologies		4
☐ ITEC 2331	Advanced Gaming Technologies		4
☐ ITEC 2342	Game Scripting		2
☐ ITEC 2345	Game Testing		4
☐ ITEC 2501	Android Application Development		4
☐ ITEC 2506	Apple Programming		4
☐ ITEC 2511	Apple Mobile Application Development		4
☐ TLIT 1005	Technology Fundamentals		3

General Education/MnTC Requirements: 15 Credits

General Education/MnTC Courses from three (3) MnTC goal areas. Including one (1) transferable MATH course MnTC Goal Area 4
Note: Math may have a prerequisite depending on your Accuplacer assessment score. Student is required to take:
☐ General Education/MnTC 15
Also see AAS degrees and diplomas in: Business Data Analyst, Convergence Technology, Database Design & Development, Game Programming, Mobile Development, Network Analyst, Software Development and Web Design & Development

Start Dates

Fall Semester...August, October
Spring Semester .... January, March
(*Also multiple start options each semester.*)

Faculty Contact

Vicki Baumgartner 763-576-4146
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For information on how to apply, to schedule a tour, or for service during summer hours, contact Enrollment Services at 763-576-7710 or EnrollmentServices@anokatech.edu

ANOKA TECHNICAL COLLEGE