

The Anoka Technical College Game Programming diploma is a 57-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.

The Game Programming diploma focuses on designing, developing and deploying computer programs and games. Students learn animation skills and programming techniques suitable for developing elementary interactive computer games.

This unique program allows technical specialization in one option while the common core courses and required electives from other options 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](http://www.mntransfer.org/students/plan/s_agreements.php?numResults=25&archive=false&from_inst=70&from_prog=&to_inst=&Search=Search): (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](http://www.anokatech.edu/BecomeStudent/Transfers.aspx): (www.anokatech.edu/BecomeStudent/Transfers.aspx)

Industry Information

Anoka Technical College 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) (http://mn.gov/deed/job-seekers/job-outlook/index.jsp).

Gainful Employment

Follow this link for a [Gainful Employment Report](#).

Technical Education: 57 Credits

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

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
Tracy Hoffman	763-576-4198
Lisa Hubbard	763-576-4085
Gerard Kne	763-576-4044
Mary Lebens	763-576-4169
Julie Myers	763-576-4072

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

