

Program Information

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 Game Programming diploma teaches students game programming languages and they learn using industry standard software to program and develop games. Upon completion, students will be prepared to enter the gaming industry in roles such as entry-level game programmer or game tester.

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 unique program allows technical specialization in game programming while the common core courses and required electives from other IT options build a broad IT foundation needed to understand the terminology and methodologies of other IT specialties in the workplace.

Program Learning Outcomes

By completing this program, students will achieve the following learning outcomes.

1. Apply critical thinking skills in the identification, analysis and resolution of information technology problems.
2. Exhibit interpersonal skills and a professional attitude while working in an information technology environment.
3. Clearly express ideas and information in written and spoken form.
4. Analyze, design and document system specifications to meet client needs.
5. Apply project management techniques to solve business problems.
6. Collaborate with a team to design and develop customer software-based solutions and integrate them into the user environment.

Course Prerequisites

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

ITEC 1002, ITEC 1016, ITEC 1070, ITEC 2100, and TLIT 1005 are first semester courses and prerequisite to other courses in this major.

Graduation Requirements

All Anoka Technical College students seeking an Associate in Applied Science (AAS), diploma, or certificate must meet the cumulative grade point average (GPA) of 2.0 or higher.

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 Information Technology graduates will be specialists in their area of emphasis and will also have a broad base of foundational knowledge from the common core courses that span the seven emphasis areas. Professional standards, proper methodology and project management will be emphasized throughout the courses

Wages/Outlook/Advancement

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

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 2311	User Interface Experience.....	4
<input type="checkbox"/>	ITEC 2326	Gaming Technologies	4
<input type="checkbox"/>	ITEC 2331	Advanced Gaming Technologies	4
<input type="checkbox"/>	ITEC 2342	Game Scripting	2
<input type="checkbox"/>	ITEC 2347	Software and Game Testing	4
<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"/>	ITEC 2901	Integrated Capstone Project.....	4
<input type="checkbox"/>	TLIT 1005	Technology Fundamentals	3

Also see AAS degrees and diplomas in: Business Data Analyst, Database Design & Development, Game Programming, Mobile Development, Network Analyst, Network Management and Security, Software Development, and Web Design & Development

(continued)

2018-2019

Game Programming

Diploma

Start Dates

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

Faculty Contact

[Gerard Kne](#)..... 763-576-4044

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

Sample Program Sequence

Full Time

1 st YEAR	
First Semester	
ITEC 1002.....	3
ITEC 1016.....	4
ITEC 1070.....	1
ITEC 2100.....	4
TLIT 1005.....	3
TOTAL	15