

Game Programming

Emphasis

Associate in Applied Science (AAS) Degree

Technical Requirements 57
 General Education/MnTC 15
 Total Credits 72

Program Information

The Anoka Technical College Associate in 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. The Game Programming 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 an Accuplacer/ACT 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 in 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

The Game Programming graduate is a specialist in one of the areas of concentration in Information Technology, but will also 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).

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 2342	Game Scripting	2
<input type="checkbox"/>	ITEC 2345	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"/>	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
 Note: Math may have a prerequisite depending on your Accuplacer assessment score. Student is required to take:

<input type="checkbox"/>	General Education/MnTC	15
--------------------------	------------------------------	----

Also see AAS degrees and diplomas in: 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
Alex Minakov	763-576-4002
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

