

Dual Credit Educational Plan—STEM Certificate Programs

			LCC#	Star	rs ID#
irade	Graduation Date		Program Selected		
the Computer	are interested in completin Application Specialist or Vio e placement requirements fo	deo Game De	sign & Dev	_	
	plication Specialist –The pur tise in computer technology an		-		
Associate of Ap	plied Science Degree in Compu	ter Science. EN	IG106 & M.	ATH102 or higher is	required.
	Eligible Dual Credit Course		Credits	Semester Taken	Grade Earned
*BCIS1110 - II	ntroduction to Information Sys	tems	3		
*CS105 - Intro	oduction to Computer Science		3		
CS112 – Introd	duction to Operating Systems		3		
CS121 – Introd	duction to Programming		4		
CS130 – Introd	duction to Networking		4		
CS220 – A+ Es	sentials with Practical Applicat	ions	4		
Four elective of	courses from the following:				
	ite CS121, CS215, CS245 pre-requisit	e CS130, CS248,	12		
	CS261 pre-requisite CS130, CSA208, CSA217				
icveropinent, t	echnology, and the theory of g	arring. LIVO10	Credits	Semester Taken	
	Eligible Dual Credit Course		Credits	Schlester raken	Grade Earned
VGD106 – Scri	pt Writing and Storyboarding		3	Semester raken	Grade Earned
		lopment		Jeniester raken	Grade Earned
VGD128 – Intr	pt Writing and Storyboarding	lopment	3	Jemester raken	Grade Earned
VGD128 – Intr VGD130 – Art	pt Writing and Storyboarding oduction to Video Game Deve	lopment	3	Jemester raken	Grade Earned
VGD128 – Intr VGD130 – Art VGD147 – Gar	pt Writing and Storyboarding oduction to Video Game Devel and Computer Animation	lopment	3 3 3	Jemester raken	Grade Earned
VGD128 – Intr VGD130 – Art VGD147 – Gar VGD240 – Vid	pt Writing and Storyboarding oduction to Video Game Deve and Computer Animation ne Analysis and Critique	lopment	3 3 3 3	Jemester Taken	Grade Earned
VGD128 – Intr VGD130 – Art VGD147 – Gar VGD240 – Vid Four courses f CS105, BCIS11	pt Writing and Storyboarding oduction to Video Game Develor and Computer Animation ne Analysis and Critique eo Game Design rom the following: 10, CS121 pre-requisite CS105, FDM	IA1260,	3 3 3 3	Jemester Taken	Grade Earned
VGD128 – Intr VGD130 – Art VGD147 – Gar VGD240 – Vid Four courses f CS105, BCIS11 FDMA1515, FI	pt Writing and Storyboarding oduction to Video Game Devel and Computer Animation me Analysis and Critique eo Game Design rom the following: 10, CS121 pre-requisite CS105, FDM DMA1630, STEM105, STEM117	IA1260,	3 3 3 3 3		
VGD128 – Intr VGD130 – Art VGD147 – Gar VGD240 – Vid Four courses f CS105, BCIS11 FDMA1515, FI IOTE: The above corppropriate LCC Ad ncouraged to revie	pt Writing and Storyboarding oduction to Video Game Develor and Computer Animation ne Analysis and Critique eo Game Design rom the following: 10, CS121 pre-requisite CS105, FDM	IA1260, course catalog and file as requiremocated in the LCC	3 3 3 3 12 ad is subject to ents are subject are subject are subject are subject are subject and are subject are s	o change. Students are e ect to change with new on the webpage. Additio	encouraged to meet with a
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Updated: 5/8/2019 STEM Certificate Education Plan