Interactive Technology Bachelor of Science Completion Program With a Concentration in Game Development

Degree Type
Bachelor of Science
Environment
online
Program Length
40 weeks
Overview

The Interactive Technology Bachelor of Science program is designed to develop the knowledge and skills of coding professionals in the entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Interactive Technology curriculum, you will have the opportunity to choose a concentration in Game Development, Game Design, Simulation and Visualization, or Software Development.

The Interactive Technology curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective

Our goal is to provide you with a focused knowledge and understanding of essential programming, engineering, and development skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include simulation and visualization engineer, software engineer, UI developer, computer applications engineer, game programmer, tool builder, engine builder, artificial-intelligence programmer, interface programmer, network programmer, and a variety of other positions in the entertainment and media industries. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Program Core Courses

IAT349 Project and Portfolio IV: Interactive Technology	3.0 Credit Hours
Concentration Course	
MAN3152 Leadership and Organizational Behavior	4.0 Credit Hours
Concentration Course	
SDV3012 Applied Human-Computer Interaction	3.0 Credit Hours
Concentration Course	
ENC326 Professional Writing	4.0 Credit Hours
Concentration Course	
IAT359 Project and Portfolio V: Interactive Technology	3.0 Credit Hours
HIS3320 Historical Archetypes and Mythology	4.0 Credit Hours
PHY3020 Physical Science	4.0 Credit Hours
Concentration Course	
GDN4920 Game Systems Integration	4.0 Credit Hours
Concentration Course	
Concentration Course	
Concentration Course	
IAT469 Project and Portfolio VI: Interactive Technology	3.0 Credit Hours
CRR4000 Career Readiness	4.0 Credit Hours

Program Concentrations - Game Development

CAP4053 Artificial Intelligence	4.0 Credit Hours
COD3511 Computer Organization and Architecture	3.0 Credit Hours
SDV4213 Data Structures and Algorithms	4.0 Credit Hours
GDD479 Engine Development	3.0 Credit Hours
GDD383 Game Architecture	3.0 Credit Hours
GDD3319 Game Integration	3.0 Credit Hours
GDD3317 Game Prototyping	3.0 Credit Hours

Total Credit Hours	**120**

Please Note

- Enrollment has not commenced for this completion program. Please contact Admissions (407.679.0100) for additional information regarding the programs offered at Full Sail University.
- The approved program is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours.