

Interactive Technology Bachelor of Science Completion Program with a Concentration in Game Design

Degree Type

Bachelor of Science

Environment

campus

Program Length

36 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

Bachelor's 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.

Students enrolling in this completion program will also complete the [Game Development Associate of Applied Science](#) degree program. [Apply today](#) to get started.

Month 1

Code	Title	Credit Hours
GDN3113	Scripting for Designers III	3.0

Month 2

Code	Title	Credit Hours
GDN3252	Game Mechanics II	3.0
GDN3361	Analytics and Decision-Making	3.0

Month 3

Code	Title	Credit Hours
IAT349	Project and Portfolio IV: Interactive Technology	3.0
MAN3152	Leadership and Organizational Behavior	4.0
GDNC311	Professional Development Seminar I: Game Design	1.0

Month 4

Code	Title	Credit Hours
GDN4003	Systems Progression	3.0
SDV3012	Applied Human-Computer Interaction	3.0

Month 5

Code	Title	Credit Hours
GDN4235	Production and Planning	3.0
ENC326	Professional Writing	4.0

Month 6

Code	Title	Credit Hours
GDN4542	Game Design Preproduction	4.0
IAT359	Project and Portfolio V: Interactive Technology	3.0
GDNC322	Professional Development Seminar II: Game Design	1.0

Month 7

Code	Title	Credit Hours
GDN4920	Game Systems Integration	4.0
HIS3320	Historical Archetypes and Mythology	4.0

Month 8

Code	Title	Credit Hours
GDN4318	Game Balancing	3.0
PHY3020	Physical Science	4.0

Month 9

Code	Title	Credit Hours
IAT469	Project and Portfolio VI: Interactive Technology	3.0
CRR4000	Career Readiness	4.0
Total Credit Hours		60

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- 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.