

# 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.

To enroll in this bachelor's completion program, students will need to first complete Full Sail's **Game Development Associate of Applied Science** degree program. Associate degrees from other institutions may also be considered.

## Month 1

Code	Title	Credit Hours
ENC3110	Technical Writing	4.0
ENC1101	English Composition I	4.0

## Month 2

Code	Title	Credit Hours
IAT339	Project and Portfolio III: Interactive Technology	3.0
PHY1020	Fundamentals of Physical Science	4.0
GDNC222	Professional Development Seminar II: Game Design	1.0

## Month 3

Code	Title	Credit Hours
GDN3113	Scripting for Designers III	3.0
STA3026	Statistics	4.0

## Month 4

Code	Title	Credit Hours
GDN3252	Game Mechanics II	3.0
GDN4003	Systems Progression	3.0

## Month 5

Code	Title	Credit Hours
IAT349	Project and Portfolio IV: Interactive Technology	3.0
GDN4235	Production and Planning	3.0

## Month 6

Code	Title	Credit Hours
GDN4542	Game Design Preproduction	4.0
HIS3320	Historical Archetypes and Mythology	4.0

## Month 7

Code	Title	Credit Hours
GDN4920	Game Systems Integration	4.0
IAT359	Project and Portfolio V: Interactive Technology	3.0

## Month 8

Code	Title	Credit Hours
GDN4318	Game Balancing	3.0

## Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
IAT469	Project and Portfolio VI: Interactive Technology	3.0
CRR4000	Career Readiness	4.0
<b>Total Credit Hours</b>		<b>120</b>

### Please Note

- 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.