

# Interactive Technology Bachelor of Science Completion Program - Campus

**Degree Type**

Bachelor Completion

**Environment**

campus

**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**

<a href="#">ENC3110 Technical Writing</a>	4.0 Credit Hours
Concentration Course	
IAT339 Project and Portfolio III: Interactive Technology	3.0 Credit Hours
Concentration Course	
<a href="#">PHY1020 Fundamentals of Physical Science</a>	4.0 Credit Hours
Concentration Course	
<a href="#">STA3026 Statistics</a>	4.0 Credit Hours
Concentration Course	
IAT349 Project and Portfolio IV: Interactive Technology	3.0 Credit Hours
IAT359 Project and Portfolio V: Interactive Technology	3.0 Credit Hours
<a href="#">ENC1101 English Composition I</a>	4.0 Credit Hours
Concentration Course	
<a href="#">HIS3320 Historical Archetypes and Mythology</a>	4.0 Credit Hours
Concentration Course	
Concentration Course	
Concentration Course	
IAT469 Project and Portfolio VI: Interactive Technology	3.0 Credit Hours
<a href="#">CRR4000 Career Readiness</a>	4.0 Credit Hours

**Program Concentrations - Software Development**

SDV4213 Data Structures and Algorithms	4.0 Credit Hours
<a href="#">COD3622 Information and Database Systems</a>	3.0 Credit Hours
SDV3102 Machine Intelligence Systems	3.0 Credit Hours
SDV3327 Software Architecture	3.0 Credit Hours
<a href="#">SDV4719 Software Integration</a>	4.0 Credit Hours
SDV4617 Software Prototyping	4.0 Credit Hours
SDV3733 Software Test and Quality Assurance	3.0 Credit Hours

**Program Concentrations - Game Design**

<a href="#">GDN3252 Game Mechanics II</a>	3.0 Credit Hours
<a href="#">GDN2222 Professional Development Seminar II: Game Design</a>	1.0 Credit Hours
<a href="#">GDN3113 Scripting for Designers III</a>	3.0 Credit Hours
<a href="#">GDN4003 Systems Progression</a>	3.0 Credit Hours
<a href="#">GDN4235 Production and Planning</a>	3.0 Credit Hours
<a href="#">GDN4542 Game Design Preproduction</a>	4.0 Credit Hours
<a href="#">GDN4920 Game Systems Integration</a>	4.0 Credit Hours
<a href="#">GDN4318 Game Balancing</a>	3.0 Credit Hours

**Program Concentrations - Game Development**

<a href="#">CAP4053 Artificial Intelligence</a>	4.0 Credit Hours
<a href="#">COD3511 Computer Organization and Architecture</a>	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

**Program Concentrations - Simulation & Visualization**

<a href="#">SIM3032 Data Visualization and Modeling</a>	3.0 Credit Hours
<a href="#">SIM3321 Digital Fabrication</a>	3.0 Credit Hours
SIM4318 Discrete and Continuous Simulation	4.0 Credit Hours
SIM412 Microcontrollers	4.0 Credit Hours
<a href="#">SIM4175 Simulation and Visualization Environments</a>	4.0 Credit Hours
SIM3002 Simulation and Visualization Software	3.0 Credit Hours
SIM3819 Simulation Production	3.0 Credit Hours

**Total Credit Hours****120**

## Please Note

- Enrollment has not commenced for the Computer Science, Game Development, or Simulation & Visualization concentrations of this completion program. Please contact Admissions ([407.679.0100](tel: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.