

The following suggested schedule is based on full-time enrollment. Students planning to transfer to a senior institution should check with that institution for specific transfer requirements.

Courses that are approved for the AA/AS degrees are **bolded**.

Mode of Delivery:
T = Traditional classroom
W = Online
Q = Blended

Program Prerequisites: CIS 122 must be taken before program is started.

First Semester						
Course	Title	Credit Hours	Mode of Delivery	Pre Requisites	Term(s) Offered	Notes
ART 109	Intro to Visul Arts	3				
CIS 130	BASIC Programming	4	T, W	CIS 122 and COMPASS placement into Math 127 or higher level Math or a minimum grade of C in MATH 098.	FL, SP, SM	
ENG 130	Technical Writing and Communication	3				
GAME 200	Game Design	4	T, W		FL, SP, SM	
GAME 203	Game Production	3	W		FL, SM	
Total Semester Hours:		17				

Second Semester						
Course	Title	Credit Hours	Mode of Delivery	Pre Requisites	Term(s) Offered	Notes
CIS 236	Programming in C	4	T, W	CIS 130 or CIS 134 or CIS 136	FL, SP, SM	CIS 136 strongly recommended
GAME 202	3D Modeling	4	T, Q	GAME 200 or OFS 120 or consent of dept.	FL, SP	
GAME 211	Game Development I	4	Q	GAME 200, CIS 130 or consent of dept.	FL, SP	
Math 131 or	College Algebra or	4				
Math 139	Pre-Calculus II: Trigonometry	4				
Total Semester Hours:		16				

Third Semester						
Course	Title	Credit Hours	Mode of Delivery	Pre Requisites	Term(s) Offered	Notes
CIS 246	Advanced C Using C++	4	T, W	CIS 236 or consent of dept. & COMPASS placement into Math 127 or higher level Math or a minimum grade of C in MATH 098	FL, SP, SM	
CIS 261 or	Java Programming	4	T, W	CIS 236 or consent of dept. & COMPASS placement into Math 127 or higher level Math or a minimum grade of C in MATH 098	FL, SP, SM	
GAME 204	Basic Animantion	4	T	GAME 202 or consent of Dept.	FL	
Elective	4 cr. hours from GAME electives	4				
Gen. Ed.	1 Gen. Ed.	3				
Gen. Ed.	1 Gen. Ed. From Grp. II: Social & Behavioral Science	3				
Total Semester Hours:		18				

Fourth Semester						
Course	Title	Credit Hours	Mode of Delivery	Pre Requisites	Term(s) Offered	Notes
CIS 269 or	Data Structures	4	T	CIS 246 & CIS 261 or consent of dept, Math 098 or higher with a min. grade of C	FL, SP	
GAME 232	Advanced 3D Modeling	4	T	GAME 202 or consent of dept.	SP	
GAME 212	Game Development II	4	W	GAME 202, GAME 211 or consent of dept.	SP	
Elective	4 cr. hrs. from GAME electives	4				
GAME 207 or	Digital Sound for Computer Games	4	T	GAME 211, CIS 130 or 236 or consent of dept.	SP	
Math 137	Intro to Discrete Mathematics	4				
Total Semester Hours:		16				

Graduation Requirements

To be awarded an Associate degree at Joliet Junior College, each student must meet the following requirements:

1. Satisfy all admission requirements.
2. Complete the courses required to earn the chosen degree. If the student is a transfer student with coursework taken elsewhere, he/she must complete a minimum of 60 credit hours of which the last 15 credit hours applicable to the degree are earned at Joliet Junior College. If the student has not taken the last 15 hours at JJC, then a total of 30 credit hours applicable to the degree must be earned at Joliet Junior college. Proficiency test, CLEP and Advanced Placement do not meet this requirement.
3. Earn a cumulative grade point average of at least 2.0.
4. Discharge all financial obligations to the college; have no restrictions.
5. File an application for graduation (An application should be filed at the time of registration for student's anticipated last semester).
6. Have on file in the Graduation office by the graduation filing date all transcripts from other colleges/universities that are to be evaluated for credit, to be applied toward a degree. A delay in the process may result in a later graduation date.

For more information

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