

MOBILE APPLICATION & GAMING

PROGRAM GUIDE

2016-2017

YEAR I: FIRST SEMESTER

16 FALL

Course #	Course Name	Credits	Semester
AD 120	Procedural C	3	
AD 125	Object Oriented Programming	3	
AD 130	App Development I	3	
AD 135	Web Application I	3	
CF 101	Computer Fundamentals and Applications	3	
TOTAL SEMESTER CREDITS		15	
MATH 090	PreAlgebra (If Required)	3	
MATH 100	Beginning Algebra (If Required)	3	

YEAR I: SECOND SEMESTER

17 SPRING

Course #	Course Name	Credits	Semester
AD 150	Web Application II	3	
AD 155	App Development II	3	
AD 160	Interface Oriented Design	3	
AD 165	iPad App Development	3	
AD 170	Software Design I	3	
MATH 110	Intermediate Algebra (Required)	3	
TOTAL SEMESTER CREDITS		18	
	Beginning Algebra (If Required)	3	

YEAR II: FIRST SEMESTER

17 FALL

Course #	Course Name	Credits	Semester
AD 210	Web Application III	3	
AD 215	Software Design II	3	
AD 220	Data Management	3	
AD 225	Animation I	3	
AD 230	Game Development I	3	
TOTAL SEMESTER CREDITS		15	
MATH 110	Intermediate Algebra (Required)	3	

YEAR II: SECOND SEMESTER

18 SPRING

Course #	Course Name	Credits	Semester
AD 250	Web Application IV	4	
AD 255	Animation II	3	
AD 260	Game Development II	3	
BEH 105	Human Relations in Life & Work	3	
ENGL 110	English Composition I (Required)	3	
PSY 176	Psychology	3	
TOTAL SEMESTER CREDITS		19	
ENGL 090	Fundamentals of Writing (If Required)	3	
TOTAL PROGRAM CREDITS		67	

*Advanced Coursework