


















GAME/SIMULATION DEVELOPMENT, EMPHASIS












 - General Education Course

 - Milestone course: a key success marker for your major. See your advisor to discuss the importance of this course in your plan of study.

Major

The Core Curriculum is designed to foster critical thinking skills and introduce students to basic domains of thinking that transcend disciplines. The Core applies to all majors. Information on specific classes in the Core can be found at <https://www.marshall.edu/gened/>.

Code	Title	Credit Hours
Core Curriculum		
<i>Core 1: Critical Thinking</i>		
FYS 100	First Yr Sem Critical Thinking	3
STA 150 	Foundations of Statistics	3
CS 105 	Expl World with Computing (CT)	3
<i>Core 2</i>		
ENG 101 	Beginning Composition	3
ENG 201 	Advanced Composition	3
CMM 103  	Fund Speech-Communication	3
MTH 140 	Applied Calculus	3
Core II Humanities		
NRE 111 	Living Systems	4
or BSC 104 	Introduction to Biology	
Core II Social Science		
Core II Fine Arts		
<i>Additional University Requirements</i>		
Writing Intensive		
Writing Intensive		
Multicultural or International		
CIT 490 	Capstone Project in CIT	3
or CIT 470 	Internship in CIT	
Major-Specific		
IST 150	Spreadsheet & Database Prin	3
CS 105 	Expl World with Computing (CT)	3
CS 110	Computer Science I	3
CS 120	Computer Science II	3
CS 210	Data Structures and Algorithms	3
CIT 260 	Instrumentation	3
CIT 263 	Web Programming I	3
CIT 266	Applied C++ Programming	3
CIT 313 	Web Programming II	3
CIT 332 	Software Engineering I	3
CIT 333	Software Engineering II	3
CIT 352	Network Protocols and Admin	3

CIT 365 	Database Management	3
ART 214	Foundations: Grid/Chroma	3
or ART 219	Foundations: Frame/Time	
MGT 320	Principles of Management	3
CIT 490 	Capstone Project in CIT (C)	3
or CIT 470 	Internship in CIT	
MTH 140 	Applied Calculus	3
STA 150 	Foundations of Statistics	3
STA 150L 	Foundations of Statistics Lab	1
NRE 111 	Living Systems	4
or BSC 104 	Introduction to Biology	
NRE 212	Energy	3
MTH 220 	Discrete Structures	3
Area of Emphasis-Specific		
PHY 201 	College Physics I	3
PHY 202 	General Physics I Laboratory	1
CIT 340	Game Development I:2D	3
CIT 440	Computer Graphics for Gaming	3
CIT 441	Game Development II:3D	3
CIT 443	Game Development III: AI	3
CIT 446	3D Modeling and Animation	3
CIT 447	Modeling/Simulation Dev	3
CIT 448	Mobile Game Development	3
Free Elective		2

Major Information

- Students are required to know and track their degree requirements for graduation or for entrance to a professional school.
- Coursework listed as "elective" may vary for each student. Students are encouraged to use elective hours toward a minor or toward prerequisites.
- Students are strongly encouraged to select courses that meet two or more Core or College requirements. For example, a writing intensive literature course could satisfy the Core II Humanities requirement as well as the University writing intensive requirement.
- Course offerings and course attributes are subject to change semesters. Please consult each semesters schedule of courses for availability and attributes.
- PHY 201 College Physics I is based on an ACT Mathematics score of 27 or higher. Students with an ACT Mathematics score less than 27 will be placed in the appropriate prerequisite mathematics courses.
- MTH 140 Applied Calculus is based on an ACT Mathematics score of 24 or higher. Students with an ACT Mathematics score less than 24 will be placed in the appropriate prerequisite mathematics and science courses.
- The Computer and Information Technology major is a four-year program that requires a minimum of 120 credit hours, 40 of which must be at the 300-400 level.