GAME DEVELOPMENT, EMPHASIS (REGENTS BACHELOR OF ARTS)

Code	Title	Credit Hours
CS 110	Computer Science I	3
CS 120	Computer Science II	3
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
ART 454	Motion Design II	3
Select one of the following:		3
CIT 446	3D Modeling and Animation	
CIT 447	Modeling/Simuation Dev	
CIT 448	Mobile Game Development	
Total Credit Hours		**24**