

Jump Start 2.0 Associate of Applied Science: Computer Information Technology Concentration in Game Development

Postsecondary Partner: Delgado Community College

Overview

This concentration enables students to build a solid foundation with which to pursue careers in the game development industry. Essential concepts, functional job tracks, and industry structures of game design are taught, together with a variety of computer application software tools and basic coding techniques.

Capstone Credentials

| Regional (Emerging) | Basic | Advanced | Fast Forward Advanced Plus |
|----------------------------------|---|---------------------------------------|--|
| Unity Certified User: Programmer | Career and Technical Certificate: Application Programming | Unity Certified Associate: Programmer | Associate of Applied Science: Computer Information Technology Concentration Game Development |

**Core Academic Course*

***Jump Start CTE Course*

| Grade 9 | |
|------------------------------|--|
| Semester 1 | Semester 2 |
| *Technical Writing 120350 | *English I 120331 |
| *Math Essentials 160351 | *Algebra I 160321 |
| *Civics 220501/220504 | *1/2 Physical Education 190106 ½ Health Education 190500 |
| *Physical Education I 190105 | *Quest for Success 080411 |

| Grade 10 | |
|----------------------|---|
| Semester 1 | Semester 2 |
| *English II 120332 | IT Elective code TBD by course selected |
| *Algebra II 160322 | DE Humanities Elective code TBD by course selected |
| *Biology 150301 | DE Social/Behavioral Science Elective code TBD by course selected |
| *U.S. History 220403 | Elective TBD by course selected |

Additional and/or equivalent TOPS core aligned courses can be found in Bulletin 741.

| Grade 11 | | | |
|---|---|--|--|
| Semester 1 | | Semester 2 | |
| Postsecondary Course | LDOE Course/Code | Postsecondary Course | LDOE Course/Code |
| *English Composition I ENGL 101/110 or ENRE 110 | *English IV: DE – CENL 1013 English Composition I 120606 | **Intro. To Info. Security CMIN 244 | **DE Cybersecurity 040223 |
| **Introduction to Game Design and Development CMIN 217 | *DE Game Programming Foundation I 061131 | **Game Structure and Character Development CMIN 218 | *DE Advanced Video Game Programming 080528 |
| **Logic & Design CMIN 203 | **DE Software Programming and Design 080503 | **Introduction to C++ CMIN 214 | *DE Introduction to Programming 080500 |
| **Network System Basics CNET 157 | **DE Computer Systems/Networking I 061112 | **Approved Elective | **TBD by course selected |
| **Fund. Of Info. Tech. & Systems CMIN 204 | **DE Computer Technology Literacy 040220 | **User Experience and Prototyping ADOT 209 | |

| Grade 12 | | | |
|---|--|-------------------------------------|---|
| Semester 1 | | Semester 2 | |
| Postsecondary Course | LDOE Course/Code | Postsecondary Course | LDOE Course/Code |
| *College Algebra MATH 130 | *Algebra III: DE – CMAT 1213 College Algebra 160500 | *Java Programming I CMIN 250 | *DE Java Programming 080521 |
| **Web Foundations I CMIN 216 | **DE Web Design 040211 | *Macroeconomics ECON 201 | *Economics: DE – CECN 2213 Macroeconomics 220608 |
| **Fundamentals of Communication CMST 130 | **DE Speech I (Business Communication) 051101 | *Natural Science Elective | *TBD by course selected |
| **Agile Project Mgmt. CMIN 275 | **DE Agile Project Mgmt. 890309 | *Western Civilization I HIST 101 | *Western Civ: DE - CHIS 1013 Western Civilization I 220446 |
| **Approved Elective | **TBD by course selected | **Approved Elective | **TBD by course selected |

| Approved Electives | |
|---|--|
| Postsecondary Course | LDOE Course/Code |
| **Photo Editing for Windows ADOT 131 | **DE Digital Media I 080800 |
| **Modeling and Texturing for 3D Animation and Games ADOT 161 | **DE Digital Graphics and Animation 061115 |
| **3D Modeling and Animation for Games and Film ADOT 162 | **DE 3D Animation Foundations I 061132 |
| **Logic & Design II CMIN 207 | **DE Software Design and Programming II 080504 |
| **Java Programming II CMIN 257 | |
| **Database Management Systems CMIN 266 | **DE Databases Design and Programming 080501 |
| **Internship CMIN 295 | **DE CDF - Qualifying CTE Internship 080198 |

This pathway framework is an outline of how the approved courses can be implemented. Schools may opt to rearrange the order of course sequencing in order to meet local scheduling requirements. Additionally, Fast Forward pathways are dynamic and the Jump Start Review Panel will consider course equivalents on an as needed basis.