



A.A.S. Computer Simulation and Gaming > B.S. Computer Science – Game Development

The Computer Science program is grounded in the liberal arts tradition, balance theory and practice, and focus on the problem-solving skills necessary for life-long learning in a field characterized by rapid change in technology. We succeed in our mission by preparing our students through classroom work and appropriate external internships to secure fulfilling careers in the field of their choosing.

The world has been in an era of rapid technological advancement. The Internet, World Wide Web, and Mobile Computing have increasingly become critically important in corporate strategies, people's social lives and personal development. We recognize this by integrating the latest technologies into the curricula. The curricula are designed to emphasize problem solving, multiple programming paradigms, and higher order thought processes that will always be needed by corporate America under any business models.

Computer Science CORE COURSES with transfer equivalencies:

Carroll University

Milwaukee Area Technical College

CSC110 Problem Solving through Programming	WAIVED
CSC111 Introduction to JAVA	WAIVED
CSC226 Data Structures Using JAVA	
CSC240 Computer Organization and Arch	
CSC341 Software Design and Development	
CSC351 Database Design and Implementation	
CSC450 Projects – CSC majors	
CSC480 Internship – CSC majors	

Computer Science SUPPORT COURSES with transfer equivalencies:

COM101 Principles of Communication	SPEECH201 Elements of Speech
MAT160/160L Calculus	MATH231 Analytic Geometry & Calculus I

CSC - Game Development EMPHASIS COURSES with transfer equivalencies:

BUS101 Introduction to Business	BADM134 Business Organization & Mgt
CSC431 Artificial Intelligence	CSG132 Artificial Intelligence
CSC437 Computer Graphics	
GRC360 Interactive Media	
PHY101 Introductory Physics I	NATSCI221 College Physics I
PHY102 Introductory Physics II	NATSCI222 College Physics II

Computer Simulation and Gaming Courses taken at MATC

CSG110 Intro to Computer Simulation & Gaming	
CSG115 CSG Production	
CSG129 CSG Architecture	
CSG130 CSG Design	
VICOM140 Internship	
CSG180 Multimedia Collaborative Lab	
CSG181 CSG Collaborative Lab	

Pioneer Core - General Education Requirements

All students must fulfill the Carroll University Pioneer Core requirements including the Cross-Cultural and Distribution components to receive their degree.

Cross-Cultural Components with transfer equivalencies:

CCS199 Cross Cultural Seminar	
ENG170 Writing Seminar	ENG201 English I
CCD Cross Cultural Development	
CCS300 Cross Cultural Experience	
CCS400 Global Perspectives Colloquium	

Distribution Components

The Distribution Component includes four introductory level General Education 1 (G1) courses and one higher-level General Education 2 (GE2) course, outside of their major. A GE2 course must be from the same discipline as one of the GE1 courses previously taken (e.g., a GE1 English course and a GE2 English course) or in a pre-approved cognate field. Students will complete coursework

Fine Arts | Humanities | Philosophy/Ethics/Religion | Social Sciences | Natural Sciences

Sample of MATC courses that will fulfill the Distribution Components: (GE1, GE2) Computer Science majors are waived from the Natural Science (N1, N2) areas.

	Fine Arts	Humanities	Social Sciences	Natural Sciences	Phil/Eth/Rel
Choose one GE1 course from each category:	F1 COMART07 MUSIC205 MUSIC206 MUSIC207 PHOTO101 SPEECH212	H1 ENG218, 219 ENG222 HIST203, 204 HIST211, 212 HIST228, 229 HIST231	S1 ECON201,202 ENG151,152 SOCSI203 SOCSI205, 206 SOCSI221, 241 SPEECH201, 206 PSYCH231	N1 WAIVED	P1 ENG220, 221 SOCSI149, 200 SOCSI250
Choose one GE2 course:	F2	H2	S2 PSYCH238	N2 WAIVED	P2

Graduation Requirements

- **Mathematical Literacy** Computer Science majors complete the following:

CSC110 Problem Solving through Programming	WAIVED
MAT160/160L Calculus I	MATH 231 Analytic Geometry & Calculus I

- **University Convocation Program** – attendance at 2 events per year for full-time students.
- Students must earn a minimum of 128 credits, with the last 32 credits completed at Carroll.
- Students must earn a minimum 2.0 cumulative grade point average, a minimum 2.0 Carroll University grade point average and a minimum 2.0 grade point average within their major.
- One-fourth of the major requirements must be completed at Carroll University.
- A total of 64 credits may transfer from two-year institutions.
- An unlimited number of credits are eligible for transfer from four-year institutions.
- Students completing the Associate of Applied Science degree in Computer Simulation and Gaming generally transfer with junior standing.

Due to changes in course content at Milwaukee Area Technical College and Carroll University, the equivalencies are subject to change. For more information, contact the Carroll University Office of Admission 262 524.7220 or check the website at www.carrollu.edu.