

# **Bachelor of Science in Information Technology**

Gaming Design Cognate

2018-2019 Degree Completion Plan

**Important:** This degree plan is effective for those starting this degree program in fall 2018 through summer 2019. This degree plan will remain in effect for students who do not break enrollment or who do not change degree programs, concentrations or cognates.

## **GENERAL EDUCATION/**

Course	MPETENCY REQUIREMENTS (44-		em <u>Grade</u>	Course		Hrs	Sem	Grae
Communication (6 hours) <sup>1</sup>				Major Found	dational Courses (3-9 hours) <sup>4</sup>			
ENGL 101	Composition & Rhetoric	3		BUSI 201	Intermediate Business Computer Apps.	3		
	Communications Elective	3		BUSI 230	Introduction to Probability & Statistics	3		
				BUSI 240	Organizational Behavior I	3		
Math, Scien	ce & Technology (7-10 hours) <sup>1</sup>							
MATH	Math Elective (MATH 114 or higher)	3		<b>MAJOR</b>				
	Natural Science Elective	3			Core (48 hours)			
	Technology Competency <sup>2</sup>	0-3		BUSI 390	Business Common Professional Comp.	3		
UNIV 101	University Core Competencies	1		CSIS 100	Intro. to Information Sciences & Systems	3		
				CSIS 110	Introduction to Computing Sciences	3		
Information Literacy (7 hours) <sup>1</sup>				CSIS 212	Object-Oriented Programming	3		
INQR 101	Inquiry 101	1		CSIS 310	Web Architecture & Development	3		
	Composition Elective	3		CSIS 312	Advanced Object-Oriented Programming	3		
	Information Literacy Elective	3		CSIS 320	IS Hardware & Software	3		
				CSIS 325	Database Management Systems	3		
Critical Thinking (12 hours) <sup>1</sup>				CSIS 330	Business Data Communication Systems	3		
RSCH 201	Research 201	3		CSIS 340	Studies in Information Security	3		
	Literature OR Philosophy Elective	3		CSIS 352	System Administration	3		
	Social Science Elective	3		CSIS 354	Integrative Programming & Technologies	3		
	Cultural Studies Elective	3		CSIS 375	Intro. to Human-Computer Interaction	3		
				CSIS 474	Enterprise Systems & Integration	3		
Christian Life & Thought (12 hours) <sup>1,3</sup>				CSIS 484	Information Technology Capstone	3		
BIBL 105	Old Testament Survey	2		ECON 214	Principles of Macroeconomics	3		
BIBL 110	New Testament Survey	2						
EVAN 101	Evangelism & Christian Life	2			Cognate (15 hours)			
RLGN 105	Intr Bwvw/Contemp Moral Issues	2		ARTS 222	Introduction to Graphic Design	3		
THEO 201	Theology Survey I	2		ARTS 342	Digital Imaging	3		
THEO 202	Theology Survey II	2		ARTS 473	Introduction to 3D Graphics	3		
				ARTS 474	Interactive Game Development	3		
				CSIS 209	C# Programming			
				<u>or</u> CSIS 499	Internship	3		
				FREE ELECTIVES (1-10 hours) <sup>5</sup>				
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## Graduation Requirements

120 Total Hours

2.0 Overall grade point average

**30** Hours must be upper-level courses (300-400 level)

Grade of 'C' Minimum required for all upper-level courses in the major

50% Of major and cognate taken through Liberty University

30 Hours must be completed through Liberty University

**Grad App** Submission of Graduation Application must be completed within the last semester of a student's anticipated graduation date

**CSER** All requirements must be satisfied before a degree will be awarded

### Notes

All applicable prerequisites must be met

<sup>1</sup>Refer to the list of approved general education electives at <a href="www.liberty.edu/gened">www.liberty.edu/gened</a> before enrolling in core competency requirements

<sup>2</sup>All students must pass the Computer Assessment OR complete applicable INFT course; refer to <a href="https://www.liberty.edu/computerassessment">www.liberty.edu/computerassessment</a> for more information

<sup>3</sup>Students transferring in 45 or more UG credit hours will have the requirements of RLGN 105 and EVAN 101 waived; Students transferring in 60 or more UG credit hours will also have the requirements of THEO 201 and THEO 202 waived

<sup>4</sup>Major Foundational Courses can also fulfill General Education/Core Competency requirements as applicable

<sup>5</sup>Internship (maximum 6 hours) is strongly recommended Suggested Course Sequence on second page

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# SUGGESTED COURSE SEQUENCE

# FRESHMAN YEAR

First Semester			Second Semester									
BIBL 105		2	BIBL 110									
ENGL 101		3	EVAN 101									
INQR 101		1	Communication Elective									
RLGN 105		2	Composition Elective		3							
UNIV 101		1	Math Elective <sup>1</sup> [BUSI 230]		3							
Social Science Elective <sup>1</sup> [BUSI 240]		3	CSIS 110		3							
CSIS 100		3	CSER		<u>0</u>							
CSER		<u>0</u>		Total	16							
•	Total	15										
SOPHOMORE YEAR												
THEO 201		2	RSCH 201		3							
Cultural Studies Elective <sup>1</sup>		3	THEO 202		2							
Information Literacy Elective <sup>1</sup>		3	Literature/Philosophy Elective		3							
BUSI 201		3	Technology Competency <sup>2</sup>		0-3							
ECON 214		3	CSIS 212		3							
CSER		<u>0</u>	CSIS 330		3							
•	Total	14	CSER		<u>0</u>							
				Total	14-17							
JUNIOR YEAR												
ARTS 222		3	ART 342		3							
CSIS 310		3	CSIS 352		3							
CSIS 312		3	CSIS 354		3							
CSIS 320		3	Elective		3							
CSIS 325		3	Elective		3							
CSER		<u>0</u>	CSER		<u>0</u>							
•	Total	15		Total	15							
SENIOR YEAR												
ARTS 473		3	CSIS 209 or 49		3							
BUSI 390		3	CSIS 484		3							
CSIS 375		3	Elective		3							
CSIS 474		3	Elective		3							
Elective		1	Elective		3							
CSER		<u>0</u>	CSER		<u>0</u>							
•	Total	13		Total	15							

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Notes

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²All students must pass the Computer Assessment OR complete applicable INFT course; refer to <a href="www.liberty.edu/computerassessment">www.liberty.edu/computerassessment</a>