

Program Coordinator: Drew Hunt

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 Program Website: <https://bluegrass.kctcs.edu/education-training/program-finder/graphic-design-and-library-technology.aspx>

Student Name:

Student ID:

*Students must meet college readiness benchmarks as identified by the Council on Postsecondary Education or remedy the identified skill deficiencies.*

First Semester	Credit Hours	Term	Grade	Prerequisites	Notes
ENG 101 Writing I	3				
IMD 100 Digital Information & Communication Technologies	3				
IMD 115 Introduction to Graphic Design	3				
IMD/CIT 124 Introduction to Game Development	3			CIT 105 or IMD 100 or Consent of Instructor	
IMD/CIT 221 Computer Graphics	3			CIT 105 or IMD 100 or Consent of Instructor	
<b>Total Semester Credit Hours</b>	<b>15</b>				

Second Semester	Cr. Hrs.	Term	Grade	Prerequisites	Notes
ENG 102 Writing II	3				
IMD 126 Introduction to Desktop Publishing	3			IMD 100	
IMD/CIT 222 3D Modeling for Video Games	3			IMD/CIT 221 or Consent of Instructor	
Heritage or Humanities course	3				
Quantitative Reasoning course	3				
<b>Total Semester Credit Hours</b>	<b>15</b>				

Third Semester	Cr. Hrs.	Term	Grade	Prerequisites	Notes
IMD 133 Beginning Web Design	3				
IMD/CIT 223 3D Animation for Video Games	3				
IMD/CIT 273 Game Production	3			IMD/CIT 222 AND IMD/CIT 272 or Consent of Instructor	
IMD 275 Information Management and Communications					
Social or Behavioral Sciences course	3				
<b>Total Semester Credit Hours</b>	<b>15</b>				

Fourth Semester	Cr. Hrs.	Term	Grade	Prerequisites	Notes
IMD 270 Professional Practices	3			Sophomore Status	Spring only
IMD 271 Internship OR COE 199 Cooperative Education	3			Consent of Instructor	
IMD/CIT 274 Seminar in Game Development	3			IMD/CIT 223 AND IMD/CIT 273 OR Consent of Instructor	
Natural Sciences course	3				
Game Design Track course	3				See list on back.
<b>Total Semester Credit Hours</b>	<b>15</b>				
<b>Total Degree Credit Hours</b>	<b>60</b>				

- Graduation Requirements:**
- 25% or more of Total Degree Credit Hours must be earned at BCTC
  - Cumulative GPA must be 2.0 or higher

Advisor Name \_\_\_\_\_

Advisor Contact \_\_\_\_\_

**Additional Information**

The Video Game Design Track of the Graphic Design and Library Technology program is available completely online.

**Video Game Design Track Courses**

**(must be different from courses taken to fulfill other requirements)**

Course	Cr. Hrs.	Prerequisites	Notes
IMD 127 Vector Design with Illustrator	3	Coreq: IMD 100 or Consent of Instructor	
IMD 128 Raster Design with PhotoShop	3	IMD 100 or Consent of Instructor	
IMD 180 Intermediate Web Design with PhotoShop	3	IMD 133 or Consent of Instructor	
IMD 210 Microsoft Office Applications	3	IMD 100 or Digital Literacy course or Consent of Instructor	
IMD 228 Advanced PhotoShop	3	IMD 115 and IMD 128	
IMD 240 Multimedia Development for the Web	3	IMD 133 or Consent of Instructor	
IMD 250 Digital Video Editing I	3	IMD 100 or Consent of Instructor	
IMD 290 Photography	3		
IMD 294 Seminar in Information Management and Design	3	IMD 100 or Consent of Instructor	
IMD 299 Selected Topics in Information Management and Design	3	Consent of Instructor	
ENG 203 Business Writing	3	ENG 101 and either ENG 102 or Consent of Instructor	
MKT 282 Principles of Marketing	3	BAS 160 or MGT 160 or Consent of Instructor	Same as BAS 282
Other Video Game Design Courses approved by Program Coordinator	3		
Other Information Management & Design, Computer & Information Technologies, Architectural, Business, Communication, Fine Arts or other Track Appropriate Courses approved by Program Coordinator	3		