

COMPUTER INFO & TECH GAME AND SIMULATION DEVELOPMENT

REQUIREMENTS

CORE CURRICULUM The Core Curriculum is designed to foster critical thinking skills and introduce students to basic domains of thinking that transcend disciplines. The Core applies to all majors. Information on specific classes in the Core can be found at marshall.edu/gened.

CORE 1: CRITICAL THINKING

CODE	COURSE NAME	HRS	GRADE
FYS 100	First Year Sem Crit Thinking	3	_____
STA 225	Critical Thinking Course	5	_____
MTH 229	Critical Thinking Course	3	_____
Additional University Requirements			
_____	Writing Intensive	3	_____
_____	Writing Intensive	3	_____
_____	Multicultural or International	3	_____
CIT 490/470	Capstone	3	_____

CORE 2:

CODE	COURSE NAME	HRS	GRADE
ENG 101	Beginning Composition	3	_____
ENG 201	Advanced Composition	3	_____
CMM 103	Fund Speech-Communication	3	_____
MTH 229	Calculus/Analytic Geom I (CT)	5	_____
IST 111 or BSC 104	Physical/Natural Science	4	_____
_____	Core II Humanities	3	_____
_____	Core II Social Science	3	_____
_____	Core II Fine Arts	3	_____

MAJOR

All Computer Information Technology majors are required to take the following courses:

CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
IST 150	Spreadsheet & Database Prin	3	_____	CIT 365	Database Management	3	_____
IST 264	Technology Foundations	3	_____	ART 214	Foundations: Grid/Chroma or	3	_____
CIT 163	Intro to Programming C++	3	_____	or 219	Foundations: Frame/Time	3	_____
CIT 236	Data Structures	3	_____	MGT 320	Principles of Management	3	_____
CIT 238	Algorithms	3	_____	CIT	Senior Project or Internship (C)	3	_____
CIT 260	Instrumentation	3	_____	490/470		3	_____
CIT 263	Web Programming I	3	_____	MTH 229	Calculus/Analytic Geom I (CT)	5	_____
CIT 265	C# NET Programming	3	_____	STA 225	Introductory Statistics (CT)	3	_____
CIT 313	Web Programming II	3	_____	IST 111 or	Living Systems or Introduction to	4	_____
CIT 332	Software Engineering I	3	_____	BSC 104	Biology	3	_____
CIT 333	Software Engineering II	3	_____	NRE 212	Energy	3	_____
CIT 352	Network Protocols and Admin	3	_____	_____	Physical/Natural Science Elective	4	_____

AREA OF EMPHASIS

Students who wish to add an area of emphasis in Web and Mobile Applications Development must take the following specific courses:

CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
CIT 340	Game Development I	3	_____	CIT 447	Modeling/Simulation Development	3	_____
CIT 440	Computer Graphics for Gaming	3	_____	CIT 448	Mobile Game Development	3	_____
CIT 441	Game Development II	3	_____	MTH 329	Elementary Linear Algebra	3	_____
CIT 443	Game Development III	3	_____	_____	Free Elective	3	_____
CIT 446	3D Modeling and Animation	3	_____				

MAJOR INFORMATION

- Students are required to know and track their degree requirements for graduation or for entrance to a professional school.
- Coursework listed as "elective" may vary for each student. Students are encouraged to use elective hours toward a minor or toward prerequisites.
- Students are strongly encouraged to select courses that meet two or more Core or College requirements. For example, a writing intensive literature course could satisfy the Core II Humanities requirement as well as the University writing intensive requirement.
- Course offerings and course attributes are subject to change semesters. Please consult each semesters schedule of courses for availability and attributes.
- Math is based on an ACT Mathematics score of 24 or higher. Students with an ACT Mathematics score less than 24 will be placed in the appropriate prerequisite mathematics and science courses.
- The Computer and Information Technology major is a four-year program that requires a minimum of 120 credit hours, 40 of which must be at the 3xx-4xx level.

COMPUTER INFO & TECH GAME AND SIMULATION DEVELOPMENT

A major in Computer and Information Technology provides a solid grounding in the information technology field. CIT is a cutting-edge program rooted and grounded in courses that are both highly theoretical while also extremely applied in nature. Game development combines sound principles of computer application development with computer game development. This connection better serves students who are coming to Marshall University with aspirations of developing computer, console, and mobile games.

YEAR ONE	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	IST 150	Spreadsheet & Database Prin	3	_____	CIT 163	Intro to Programming C++	3	_____
	ENG 101	Beginning Composition	3	_____	CMM 103	Fund Speech Communication	3	_____
	NRE 111/ BSC 104	Living Systems or Introduction to Biology	4	_____	ENG 201	Advanced Composition	3	_____
	_____	Core II Humanities	3	_____	FYS 100	First Year Sem Crit Thinking	3	_____
	_____	Core II Social Science (M/I)	3	_____	STA 225	Introductory Statistics (CT)	3	_____
	TOTAL HOURS		16		TOTAL HOURS		15	
	Summer Term (optional):							

YEAR TWO	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	CIT 236	Data Structures	3	_____	ART 214 or 219	Foundations: Grid/Chroma or Foundations: Frame/Time	3	_____
	CIT 260	Instrumentation	3	_____	CIT 238	Algorithms	3	_____
	CIT 263	Web Programming I	3	_____	CIT 313	Web Programming II	3	_____
	MTH 132	Precalculus with Sci Applications	5	_____	IST 264	Technology Foundations	3	_____
	_____	Core II Fine Arts	3	_____	MTH 229	Calculus/Analytic Geom I (CT)	5	_____
	TOTAL HOURS		17		TOTAL HOURS		15	
	Summer Term (optional):							

YEAR THREE	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	CIT 265	C# NET Programming	3	_____	CIT 333	Software Engineering II	3	_____
	CIT 332	Software Engineering I	3	_____	CIT 441	Game Development II	3	_____
	CIT 365	Database Management	3	_____	CIT 446	3D Modeling and Animation	3	_____
	CIT 340	Game Development I	3	_____	_____	Physical/Natural Science Elective	4	_____
	MTH 329	Elementary Linear Algebra	3	_____	_____	Writing Intensive	3	_____
	TOTAL HOURS		15		TOTAL HOURS		16	
	Summer Term (optional):							

YEAR FOUR	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	CIT 352	Network Protocols and Admin	3	_____	CIT 443	Game Development III	3	_____
	CIT 440	Computer Graphics for Gaming	3	_____	CIT 448	Mobile Game Development	3	_____
	CIT 447	Modeling/Simulation Development	3	_____	MGT 320	Principles of Management	3	_____
	NRE 212	Energy	3	_____	_____	Free Elective	3	_____
	_____	Writing Intensive	3	_____	CIT	Senior Project or Internship	3	_____
	TOTAL HOURS		16		TOTAL HOURS		15	
	Summer Term (optional):							

Area of Emphasis

Major Requirement

College Requirement

General Education Requirement

Milestone Course: This is a key success marker for your major. See your advisor to discuss importance of this course in your plan of study.

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CIT - GAME AND SIMULATION DEVELOPMENT - 2019-2020

INVOLVEMENT OPPORTUNITIES

- Student Government Association
- Campus Activity Board
- JMELI
- Commuter Student Advisory Board
- Community Engagement Ambassadors
- Club Sports
- Religious Organizations
- Political Organizations
- Residence Hall Association
- Cultural Organizations
- National Society of Leadership and Success
- Greek Life

RELATED MAJORS

- Computer Science
- Digital Forensics
- Computer and Information Security
- Mechanical/Civil Engineering.

GRADUATION REQUIREMENTS

- Have a minimum of 120 credit hours (some colleges or majors require more);
- Have an overall and Marshall Grade Point Average of 2.00 or higher;
- Have an overall Grade Point Average of 2.00 or higher in the major area of study;
- Have earned a grade of C or better in English 201 or 201 H;
- Have met all major(s) and college requirements;
- Have met the requirements of the Core Curriculum;
- Have met the residence requirements of Marshall University, including 12 hours of 300/400 level coursework in the student's college (see section entitled "Residence Requirements" in the undergraduate catalogue);
- Be enrolled at Marshall at least one semester of the senior year;
- Have transferred no more than 72 credit hours from an accredited West Virginia two-year institution of higher education.

Colleges and specific programs may have unique requirements that are more stringent than those noted above. Students are responsible for staying informed about and ensuring that they meet the requirements for graduation.

This academic map is to be used as a guide in planning your coursework toward a degree. Due to the complexities of degree programs, it is unfortunate but inevitable that an error may occur in the creation of this document. The official source of degree requirements at Marshall University is DegreeWorks available in your myMU portal. Always consult regularly with your advisor.

YEAR ONE



Have questions? Need to talk? You already have a Friend-At-Marshall ready to help you succeed. Find your FAM Peer Mentor here: www.marshall.edu/fam



Stay on the Herd Path and come to class! Class attendance is more important to your success than your high school GPA, your class standing, or your ACT/SAT scores.



Develop relationships with professors who can serve as future references by attending their office hours.



In order to graduate on time, you need to take an average of 15 credits per semester. Are you on track? Take 15 to Finish!



Be at the top of your professional game! Prepare a final resume and practice your interview skills with a career coach in Career Education.



Declare an area of emphasis within CIT before your 30th hour. Participate in a Career Exploration Experience (job shadow) to help decide career goals.



Join or create a club or organization on campus about a particular issue you care about. Marshall has more than 200 student organizations.



Attend an intercultural festival or event on campus or in town.

YEAR TWO



Are you completing enough credits to graduate on time? Dropping or failing a class can put you behind. Use summer terms to quickly get back on track.



Take a Community Based Learning (CBL) class that connects course content to the community. Stay engaged and make a difference.



Think about who can help you grow as a student and a professional—professors, advisors, alumni, etc.—and ask at least one to be your mentor.



Have you considered adding a minor? Think about personal areas of interest you'd like to explore or how you might enhance your major with a related skill set.



Join professional associations in your field, like ACM or IEEE.




College is a great time to experience the world! Consider studying abroad in the summer, during Spring Break, or for an entire semester.




Meet with a career education specialist to conduct a "gap analysis." Figure out the skills you'll need for the career you want while you still have time to build them.


YEAR THREE




Team up with a faculty mentor and apply for the John Marshall Scholars Award.




No need to wait until graduate school. Discuss undergraduate research opportunities with faculty in your major right now.




Are you on track to graduate? Meet with your advisor for your Junior Eval to make sure you know what requirements you have left.



Networking is key! Attend a Career Expo to seek employment opportunities and network with employers in your field.




Join the Marshall Mentor Network and connect with professionals in your field to discuss your major, career path, and more.




Wanting to learn about a topic outside of those we offer? Consider an independent study.


YEAR FOUR




This is it! Are you on track to graduate? Meet with your advisor for your Senior Eval to see what requirements you have left.




Don't enter your field with zero experience! Secure an internship related to your field of study.




Apply to be a New Student Orientation Leader or a Campus Tour Guide.




Did you do really well in a hard course? Become a Tutor or a Supplemental Instructor.



Talk to faculty about pursuing optional professional certifications.



Take a pulse check. Know what you need to do every year to keep your grants, scholarships, or federal financial aid.



Want to continue your education and increase your opportunities? Talk to a faculty member about whether graduate school fits your career goals.

TRANSFERABLE SKILLS ASSOCIATED WITH THIS MAJOR

- Scientific Knowledge
- Communication Skills
- Ability to Work as Part of a Team
- Technology Literacy
- Flexibility
- Problem Solving
- Needs Assessment
- Integration of Technologies

ASSOCIATED CAREERS

- Product Development
- Process Development
- Systems Analysis
- Quality Assurance/Control
- Environmental Analyses
- Forensics
- Medicine
- Materials Science
- Education
- Healthcare
- Sales
- Marketing
- Software Solutions
- Application Development
- Project Management



Marshall University
College of Science
1 John Marshall Drive
Huntington, WV 25755
1-304-696-2372
cos@marshall.edu
marshall.edu/cos