



## Multimedia Game Simulation Program

*For students that started the program during the 2021-2022 school year or later*

**Multimedia Programming, Simulation, & Gaming Associate Degree: 13 WA Courses – 59-63 CCAC credits & 3 RMU credits**

**Multimedia Game Simulation Certificate: 6 WA Courses – 18 CCAC Credits & 3 RMU credits**

	West Allegheny Course	Rcmd 4 Yr Seq	Rcmd 3 Yr Seq	CCAC courses	CCAC credits	Prerequisite	WA course type	
Certificate Courses	0620 Introduction to Game Design	Y1	Y1	CCAC - MMC 160: Game Design & Simulation 1	3	Qualifying score on CCAC related placement test	Elective	
	0612 Multimedia Graphics (starting 2022-23)	Y2	Y1	CCAC - MMC 113: Multimedia Graphics	3	None	Elective	
	0617 AP Computer Science Principles <small>(Only required for students completing the certificate and choosing not to take AP Comp Sci A)</small>	Y2	Y1	No CCAC courses embedded in this course	0	Algebra 1	Math	
	0625 2D/3D Game Development (starting 2023-24)	Y3	Y2	CCAC - MMC 165: 2D Game Design & Creation CCAC - MMC 250: 3D Game Development	3 3	AP Comp Science A or AP Computer Science Principles (WA only)	Math	
	0623 3D Modeling & Animation	Y3	Y1 or Y2	CCAC - MMC 260: Maya for Gaming 1 CCAC - MMC 270: Maya for Gaming 2	3 3	None	Elective	
	0240 AP Psychology	Y3	Y2	RMU - PSYC 1010: General Psychology	3	Teacher recommendation	Social Studies	
Additional Courses Required for Associate Degree	0618 Computer Science A (starting 2022-23)	Y2	Y1	CCAC - CIT 111: Intro to Programming: Java CCAC - CIT 130: Object Oriented Programming with Java	4 4	Qualifying score on CCAC related placement test(s); Algebra 2 (or concurrent enrollment)	Math	
	0620 Programming in C# & C++ (starting 2023-24)	Y3	Y2	CCAC - CIT 165: Programming in C# CCAC - CIT 245 Programming in C++	3 4	AP Computer Science A (CIT 111 & CIT 130)	Math	
	0626 Virtual Reality	Y4	Y3	CCAC - MMC 170: Virtual Design and Simulated Realities (registered for fall) CCAC - ART 113: Graphic Communications (Asynch through CCAC in spring)	3 3	Intro to Game Design (CCAC-MMC 160); 2D/3D Game Development	Elective	
	0624 Game Production & Marketing (starting 2024-25)	Y4	Y3	CCAC - MMC 280: Multimedia Capstone (registered for spring semester due to prereq)	3	All other courses in the program must be successfully completed before taking this course	Social Studies	
	0317 Honors Early College Algebra 2	Y1 <small>or when appr in math seq</small>	Y1 <small>or when appr in math seq</small>	CCAC - MAT 108: Intermediate Algebra	4	Qualifying score on CCAC related placement test(s); Algebra 1	Math	
	0122 AP English Language & Composition	Y3	Y2	CCAC - ENG 101: English Composition 1 CCAC - ENG 102: English Composition 2	3 3	Qualifying score on CCAC related placement test(s); B or higher in English 10 or completion of English 11	English	
	RESTRICTED ELA ELECTIVE - TBD	Y4	Y3	TBD	3	TBD	English	
	<i>One of the following:</i>							
	0410 AP Biology	Y3 or Y4	Y2 or Y3	CCAC - BIO 151: General Biology 1 CCAC - BIO 152: General Biology 2	4 4	Qualifying score on CCAC related placement tests (CCAC-MAT 108 & CCAC-ENG 101) and successful completion of 2 HS science courses; B or higher in Honors Biology	Science	
	0411 AP Chemistry	Y4	Y3	CCAC - CHM 151: General Chemistry 1 CCAC - CHM 152: General Chemistry 2	4 4	Qualifying score on CCAC related placement test (CCAC-MAT 111) or HEC Algebra 2 (CCAC-MAT 108); B or higher in Honors Chemistry		
0412 AP Physics 1	Y3	Y2	CCAC - PHY 141: Physics 1	4	HEC Algebra 2 (CCAC-MAT 108) or Qualifying score on CCAC related placement test (CCAC-MAT 111)			