CARROLL UNIVERSITY

GENERAL STUDIES COURSES *asterisk indicates preferred course for transfer.

WCTC			CARROLL		
COURSE NUMBER	COURSE TITLE	CREDIT	COURSE NUMBER	COURSE TITLE	CREDIT
801-136 or 801-223 Approved Sub	English Composition I English Composition II	3	ENG170	Writing Seminar	3
801-197 or 801-243 Approved Sub	Technical Reporting Business Writing	3	COM227	Technical Writing in Organizations	3
801-198 or 801-196	Speech Oral/Interpersonal Communication	3	COM101	Principles of Communication	3
804-133 or 804-118, 804-195 804-198* Approved Sub	Math & Logic Int.Alg w/Apps, College Alg w/Apps Calculus I (4 cr)	3	NON001 MAT101 MAT140	Does Not Transfer Intermediate Algebra Calculus and It's Applications (4 cr)	0 3
809-143* or 809-195 Approved Sub	Microeconomics Economics	3	ECO124 OTH000	Principles of Economics-Microeconomics Electives	3
809-199 or 809-198* Approved Sub	Psychology of Human Relations Intro to Psychology	3	OTH000 PSY101	Elective Introductory Psychology	3
	Total general studies credits earned:	18		Total general studies credits accepted:	18

CORE COURSES

WCTC			CARROLL		
COURSE NUMBER	COURSE TITLE	CREDIT	COURSE NUMBER	COURSE TITLE	CREDIT
107-119 or 107-118 Approved Sub	System Analysis Agile Methods Information Systems Design (4 cr)	3	CSC220	Information Systems	3
107-137 or 107-117 Approved Sub	IT Internship IT Co-Op (2 cr)	1	OTH000	Elective	1
152-103 or 152-137*, 152-142* Approved Sub	Mobile Application Development Mobile iOS App Development (4 cr) Mobile Application Development (3 cr)	2	OTH000 CSC353*	Elective Mobile Application Development	2
152-105* or 201-110 Approved Sub	Intro to Web Development Webpage Design I (3 cr)	2	½ CSC319	World Wide Web Programming	2
152-108	Web Server Administration	2	OTH000	Elective	2
152-109	.Net Web Development	4	½ CSC319	World Wide Web Programming	4
152-112	Intro to Programming with C##	3	OTH000	Elective	3
152-130* or 152-134, 152-138 Approved Sub	Introduction to Java Java Programming (4 cr) Java Programming (3 cr)	2	½ CSC110	Problem Solving through Programming	2
152-131 or 152-135 Approved Sub	Software Architecture Advanced Java Programming (4 cr)	2	OTH000 CSC111	Elective Introduction to Java	2
152-145 or 152-171	Advanced Web Services Development Adv Web Services Development (3 cr)	2	OTH000	Elective	2
152-168 or 152-169 Approved Sub	JavaScript JavaScript (4 cr)	3	½ CSC110	Problem Solving through Programming	3
152-170	IS Project	4	IS Project	Elective	4
152-179	JavaScript 2	4	OTH000	Elective	4
152-197 or 152-198 Approved Sub	Distributed Java Distributed Java Programming (4 cr)	3	CSC111	Introduction to Java	3
156-101	.Net Database Programming	3	OTH000	Elective	3
156-108 or 152-115 Approved Sub	Intro to Databases & Reporting Database Concepts and SQL (3 cr)	1	½ CSC351	Database Design and Implementation	1
156-109 or 152-115 Approved Sub	Intro to SQL Database Concepts and SQL (3 cr)	2	½ CSC351	Database Design and Implementation	2
890-108 or 107-117 Approved Sub	Employment Success IT Co-Op (2 cr)	1	OTH000	Elective	1
	Total core credits earned:	44		Total core credits earned:	44
	Total credits required for graduation:	62		Total transfer credits accepted:	62

ADDITIONAL COURSES TO BE COMPLETED FOR B.S. DEGREE

CARROLL

COURSE or DISTRUBUTION COMPONENT	COURSE TITLE	CREDIT	PROGRAM NOTES
CSC226	Data Structures Using Java	4	Please see Carroll University Academic Catalog for Computer Science and Video Game Development program requirements: https://catalog.carrollu.edu/preview_program.php?catoid=11&poid=1458 https://catalog.carrollu.edu/preview_program.php?catoid=11&poid=1689&returnto=281
CSC240	Computer Org and Architecture	4	
CSC341	Software Design and Development	4	
CSC Elective	See options	4	
CSC450	Projects-CSC Majors	4	Please see Pioneer Core for description of General Education requirements - https://catalog.carrollu.edu/content.php?catoid=11&navoid=277
CSC480	Internship	4	
MAT130 (prereq for MAT160)*	Elementary Functions	4	Some GE1 and GE2 Distribution courses are also designated Cross-Cultural Development (CCD). Students must take at least one CCD course. Students may satisfy the CCD requirement and a Distribution Area requirement in a single course.
MAT160	Calculus 1	4	
CCS199	Cultural Survey	2	
Cross-Cultural Development	Options exist	0	
Cross-Cultural Experience	Options exist; immersion experience	2	Total credits required for graduation are based upon a calculation of transfer credits accepted plus credits required to complete the B.S. degree. A minimum of 128 credits is required to earn a B.S. degree at Carroll provided all requirements have been satisfied.
CCS400	Global Perspectives Colloquium	2	
Fine Arts 1	ART112	0	
Humanities 1	ENG215	0	NOTE: The Video Game Design Major is not a stand-alone major; it must be paired with another major. Computer Science is the primary major.
Philosophy/Ethics/Religion 1	Options exist	4	
GE2 - General Education 2/ Cross-Cultural Development	Options exist	4	CSC Elective from the following options:
VIDEO GAME DESIGN COURSES			• CSC275 Practical Cybersecurity (4 cr)
ART112	Visual Narrative: 2D & 3D	4	• CSC303 Network Protocols (4 cr) • CSC307 Operating Systems/Web Master Fund-Unix /Linux Apache (4 cr)
ENG205	Interactive Fiction Writing: Stories and Games for Online Env.	4	• CSC323 Programming Languages (4 cr) • CSC353 Mobile Application Development (4 cr)*
ENG215	Video Game Studies	4	• CSC440 Software Engineering (4 cr) • CSC491 Special Studies/Topics 1 (4 cr)
GRC150	Digital Toolbox - Photoshop/Illustrator	4	If 152-137 or 152-142 is completed at WCTC, CSC353 credit is awarded to fulfill the CSE Elective.
VGD115	Introduction to Video Game Design	4	
VGD315	Video Game Design II	4	If 804-118 Int. Alg w/Apps or 804-195 College Alg w/Apps is completed at WCTC, then MAT130 Elementary Functions is required to satisfy prerequisite for MAT160 Calculus I.
VGD316	Video Game Design III	4	
VGD391	Topics in Video Game Design	4	If 804-198 Calculus I (equivalent to MAT140 at CU) is completed at WCTC, MAT130 Elementary Functions would not be required.
VGD499	Video Game Design Capstone	4	
Total credits required to complete degree:		82	
Total credits required for graduation:		144	

CARROLL UNIVERSITY

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: CCS199, ENG170, Cross-Cultural Development (CCD), Cross-Cultural Experience (CCE) and CCS400.

DISTRIBUTION COMPONENTS

The Distribution Components include 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 taken (i.e., a GE1 English course and a GE2 English course) or in a pre-approved cognate field. Students will complete coursework in Fine Arts, Humanities, Philosophy/Ethics/Religion, Social Sciences and Natural Sciences. Students are waived from the GE1/GE2 area that houses their major.

MATHEMATICAL LITERACY - degree specific, see courses listed.

GRADUATION REQUIREMENTS

• Students must earn a minimum of 128 credits; with the final 32 credits completed at Carroll.
• Students must earn a minimum 2.0 cumulative GPA, a minimum 2.0 Carroll GPA and a minimum 2.0 major GPA.
• One-fourth of major requirements must be completed at Carroll.
• 64 credits may transfer from a two-year institution.

MISCELLANEOUS

• Students with the **A.A.S. Web & Software Developer** degree will transfer with junior standing provided the degree includes appropriate program and grade requirements.
• Due to changes in course content, transfer equivalencies are subject to change.