



CURRICULUM DESIGN AND SEQUENCE

MASTER IN SCIENCE IN PROGRAMMING OF INTERACTIVE TECHNOLOGIES PROGRAM

REQUIREMENTS	CREDITS
Technical Component	27
Non-Technical Component	15
Electives	6
TOTAL CREDITS:	48

PRE-REQUISITES:

PRE 300 Basic Programming
 PRE 347 Programming Concepts for Video Games
 PRE 121 Application Design Fundamentals
 PRE 105 Design Concepts for Video Games

TECHNICAL COMPONENT (3 credits each)

PTI 502	Principles of Programming
PTI 520	Object-Oriented Programming
PTI 524	Mobil/Web-Based Application Production
PTI 526	Game Prototype Development
PTI 528	Mobile/Web Based Game Production
PTI 530	Artificial Intelligence
PTI 540	Capstone Pre-Production
PTI 601	Capstone Production
PTI 602	Capstone Release

SUB-TOTAL CREDITS **27**

NON-TECHNICAL COMPONENT (3 credits each)

PTI 505	Logic and Numerical Systems in Assembly
PTI 510	Applied Sciences in Video Games
DI 501	Research Skill and Methods
DI 600	Research Seminar
DI 601	Thesis

SUB-TOTAL CREDITS **15**

ELECTIVES (3 credits each)

ELECTIVE 1
 ELECTIVE 2

SUB-TOTAL CREDITS **6**

TOTAL CREDITS **48**

CURRICULAR SEQUENCE SAMPLE**1st ACADEMIC PERIOD**

PTI 502 Principles of Programming
 PTI 505 Logic and Numerical Systems in Assembly
 PTI 510 Applied Sciences in Video Games
 DI 501 Research Skill and Methods

2nd ACADEMIC PERIOD

PTI 520 Object-Oriented Programming
 PTI 524 Mobile/Web-Based Application Production
 PTI 528 Mobile/Web-Based Game Production
 PTI 530 Artificial Intelligence

3rd ACADEMIC PERIOD

PTI 526 Game Prototype Development
 PTI 540 Capstone Pre-Production
 DI 600 Research Seminar
 ELECTIVE 1

4th ACADEMIC PERIOD

PTI 601 Capstone Production
 DI 601 Thesis

5th ACADEMIC PERIOD

PTI 602 Capstone Release
 ELECTIVE 2