



ATLANTIC  
UNIVERSITY  
COLLEGE

## CURRICULUM DESIGN AND SEQUENCE MASTER IN SCIENCE IN PROGRAMMING OF INTERACTIVE TECHNOLOGIES PROGRAM

REQUIREMENTS	CREDITS
Specialized Component	18
Sciences and Research Component	6
Electives	6
Final Project	6
<b>TOTAL CREDITS:</b>	<b>36</b>

### 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

**SUB-TOTAL CREDITS 18**

### SCIENCES AND RESEARCH COMPONENT (3 credits each)

PTI 510	Applied Sciences for Interactive Technologies
DI 501	Research Methods

**SUB-TOTAL CREDITS 6**

### ELECTIVES (3 credits each)

ELECTIVE 1
ELECTIVE 2

**SUB-TOTAL CREDITS 6**

### FINAL PROJECT (3 credits each)

PTI 601	Capstone Production
PTI 602	Capstone Release

**SUB-TOTAL CREDITS 6**

**TOTAL CREDITS 36**

### 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

### CURRICULAR SEQUENCE SAMPLE

#### 1st ACADEMIC PERIOD

PTI 502 Principles of Programming  
DI 501 Research Methods  
PTI 510 Applied Sciences for Interactive Technologies

#### 2nd ACADEMIC PERIOD

PTI 520 Object-Oriented Programming  
PTI 524 Mobile/Web-Based Application Production

#### 3rd ACADEMIC PERIOD

PTI 530 Artificial Intelligence  
PTI 526 Game Prototype Development  
PTI 528 Mobile/Web-Based Game Production

#### 4th ACADEMIC PERIOD

PTI 601 Capstone Production  
ELECTIVE 1

#### 5th ACADEMIC PERIOD

PTI 602 Capstone Release  
ELECTIVE 2