

Computer Graphics & Programming

Associate of Applied Science in Computer Graphics & Programming

The Associate of Applied Science in Computer Graphics and Programming is designed to prepare students for a career in game design and programming. This academic guide is based on the 2023-2024 Missouri State University-West Plains Catalog. The time to complete the degree will vary, depending on remediation, summer enrollment, number of classes taken per semester, etc.

Degree Requirements

General Education Requirements		Credit Hours
CIS 101 Computers for Learning		3
COM 115 Fundamentals of Public Speaking		3
ENG 110 Writing I		3
ENG 221 Writing II: Writing for the Professions		3
IDS 110 Student Success		2
MTH 103 Intermediate Algebra or higher		2
Civics: Select three (3) credit hours		
HST 121 Survey of US History to 1877		
HST 122 US History Since 1877		3
PLS 101 American Democracy and Citizenship		
General Education Total		19
Computer Graphics and Programming Requirements		Credit Hours
CGP 110 Game Development I		3
CGP 115 Game Art Drawing I		3
CGP 145 Introduction to Computer Programming		3
CGP 150 Introduction To Digital Graphics		3
CGP 160 Introduction to 3D Modeling and Animation		3
CGP 200 Mobile Game Development		3
CGP 220 Game Development II		3
CGP 250 3D Character Modeling and Animation		3
CGP 255 Graphics Programming I		3
CGP 260 Advanced 3D Modeling and Animation		3
CGP 265 Graphics Programming II		3
CGP 297 Computer Graphics and Programming (Capstone)		3
CIS 205 Website Design & Development		3
CIS 260 Application Development I		3
Computer Graphics and Programming Total		42
Elective		Credit Hours
<i>Select three (3) credit hours</i>		
CGP 118 Mythology & Folklore in Media		
CGP 125 Digital & Physical Sculpting		
CGP 155 Web Game Development		
CGP 170 Game Environments		
CGP 175 Game Design		3
CGP 180 Introduction to Multimedia Audio		
CGP 210 SQL Database Management		
CGP 270 Virtual Media Entrepreneurship		
CSC 125 Introduction to C++		
Approved Elective (CGP, CIS, EPR, MTH, TEC)		
Elective Total		3
Total Hours Required		64

Degree Notes:

- Math requirements exclude MTH 197 or MTH 297.
- Electives must be approved by the department.
- Students should confirm the transferability of courses with their transfer university before completing courses at MSU-WP.

Recommended Two-Year Plan

	Course #	Credit Hours
Term 1 (Fall)	CGP 115	3
	CGP 145	3
	CGP 150	3
	CGP 160	3
	ENG 110	3
	IDS 110	2
	Total	17
Milestone: Complete ENG 110, CGP 160		

	Course #	Credit Hours
Term 2 (Spring)	CGP 110	3
	CGP 250	3
	CGP 255	3
	CIS 260	3
	MTH 103 or Higher	2
	Total	14
Milestone: Complete CGP 110, CGP 250, CGP 255		

	Course #	Credit Hours
Summer Year 1	CIS 101	3
	Total	3

	Course #	Credit Hours
Term 3 (Spring)	CIS 205	3
	CGP 200	3
	CGP 220	3
	CGP 260	3
	CGP 265	3
	Total	15
Milestone: Complete CGP 260, CGP 265		

	Course #	Credit Hours
Term 4 (Spring)	CGP 297	3
	CGP Elective	3
	COM 115	3
	ENG 221	3
	PLS 101	3
	Total	15
Milestone: Apply to graduate.		

Milestone Notes:

- Milestones are a major step in the completion of the degree. Each milestone must be met in order to advance to the next stage of education.
- Milestone courses should be completed in the designated semester.
- All milestone courses must be completed with a C or higher.
- Students are encouraged to apply for graduation early in their last semester.

For More Information, Contact

Jacob Poulette, Computer Graphics & Programming Program Coordinator

Telephone: 417-255-7738

Email: JacobPoulette@MissouriState.edu

