

Guided Pathway to Success (GPS)

Suggested schedules map your path to degree completion.

Full-time student: Follow the green semester blocks in order.

Part-time student: Follow the blue course sequence at your own pace.

Students should meet with an advisor each semester to carefully select and sequence courses based on their specific academic goals and interests. Visit Jefferson Hall or call 301.846.2471 for advising.

Students who take fewer than 15 credits each semester or who require developmental English or Math coursework will need additional semesters to complete their degrees. Summer and January term classes may help students to make faster progress.

General Education CORE courses can often be taken in any semester. One course must be designated as a Cultural Competence course. A minimum of nine credits must be taken at the 200 level. Refer to the college catalog for course details and the list of General Education and Cultural Competence classes. <http://www.frederick.edu/class-schedules.aspx#catalog>

Students are strongly recommended to consult an FCC advisor to select elective courses. Students planning to transfer may also reference ARTSYS, the Maryland Articulation System, www.artsys.usmd.edu.



Take this course within the first 24 credits.



Milestone course – take within recommend credit range to stay on track for completion.



This course is offered in the fall semester only.



This course is offered in the spring semester only.

1 Recommended First Semester

1	Gen Ed Core	ENGL 101 - English Composition		3 credits
2	Gen Ed Core	Mathematics Elective (Gen Ed course list) (MATH 120 recommended)		3/4 credits
3	Departmental Requirement	CMIS 106 - Object Design & Programming		3 credits
4	Departmental Requirement	CMIS 175 - Game Theory & Design		3 credits
5	Departmental Requirement	CMIS 176 - Game Creation		3 credits

2 Recommended Second Semester

6	Gen Ed Core	Arts & Humanities Elective (Gen Ed course list) (PHIL 208 or PHIL 101 recommended)		3 credits
7	Departmental Requirement	Elective*		3 credits
8	Departmental Requirement	CMIS 177 - Interactive 3D Technology		3 credits
9	Departmental Requirement	CMIS 178 - 3D Modeling & Animation		3 credits
10	Departmental Requirement	CMIS 226 - Game Scripting		3 credits

3 Recommended Third Semester

11	Gen Ed Core	Social & Behavioral Sciences Elective (Gen Ed course list) (HUMS 102 - Human Relations recommended)		3 credits
12	PHED/HLTH/NUTR	Physical Education, Health, or Nutrition Requirement		1 credit
13	Departmental Requirement	CMIS 227 - Game Programming		4 credits
14	Departmental Requirement	CMIS 225C - Mobile App Programming		3 credits
15	Departmental Requirement	CMIS 203 - Systems Analysis & Design		3 credits

4 Recommended Fourth Semester

16	Gen Ed Core	Biological & Physical Sciences Elective (Gen Ed course list)		3 credits
17	Gen Ed Core	Gen Ed Elective (Gen Ed course list)		3 credits
18	Departmental Requirement	CMIS 228 - Simulation & Game Development		4 credits
19	Departmental Requirement	Elective*		3 credits
20	Departmental Requirement	Elective*		3 credits

*Select 9 credits from the following list of approved electives:

- CADT 101 - AutoCAD I
- Any CMIS course
- GRPH 111 - Graphic Design I
- INTR 101/INTR 102/INTR 103 - Internship