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 (301.846.2625 TDD) 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

#	Requirement	Course		Credits
1	Gen Ed CORE	EN 101 English Composition	🕐	3 credits
2	Gen Ed CORE	Mathematics Gen Ed (MA 206 recommended)	🕐	3/4 credits
3	Departmental Requirement	CIS 106 Object Design & Programming	✓	3 credits
4	Departmental Requirement	CIS 175 Game Theory & Design		3 credits
5	Departmental Requirement	CIS 176 Game Creation		3 credits

2 Recommended Second Semester

#	Requirement	Course	Credits
6	Gen Ed CORE	Arts & Humanities Gen Ed	3 credits
7	Departmental Requirement	Elective	3 credits
8	Departmental Requirement	CIS 177 Interactive 3D Technology	3 credits
9	Departmental Requirement	CIS 178 3D Modeling & Animation	3 credits
10	Departmental Requirement	CIS 226 Game Scripting	3 credits

3 Recommended Third Semester

#	Requirement	Course	Credits
10	Gen Ed CORE	Social & Behavioral Sciences Gen Ed	3 credits
11	PE/Health	PE/Health Requirement	1 credit
12	Departmental Requirement	Game Programming	4 credits
13	Departmental Requirement	CIS 225C Mobile App Programming	3 credits
14	Departmental Requirement	CIS 203 Systems Analysis & Design	3 credits

4 Recommended Fourth Semester

#	Requirement	Course	Credits
15	Gen Ed CORE	Biological/Physical Sciences Gen Ed	3 credits
16	Gen Ed CORE	Elective	3 credits
17	Departmental Requirement	CIS 228 Simulation & Game Development	4 credits
18	Departmental Requirement	Elective	3 credits
19	Departmental Requirement	Elective	3 credits