COMPUTER INFORMATION SYSTEMS
Specialization: Web Game Programming

ABOUT THIS DEGREE PROGRAM

TECH CORE

A FOUNDATION IN TECHNOLOGY

This program is anchored with Tech Core, curriculum designed to help you build a foundation of interdisciplinary skills you'll need for today's Internet of Things (IoT) economy. You'll learn relevant skills in operating systems, programming, hardware, connectivity and security – giving you a hands-on foundation in engineering technology, information technology and software and information systems.

A PROGRAM TO FUEL YOUR FUTURE

Learn protocols and techniques necessary to develop online games so they work on PCs, tablets and smartphones. You'll also learn to about a variety of game development topics, including basic game design, layout and controls.

IS THIS PROGRAM FOR YOU?

Want to pursue a career in computer information systems and interested in learning how to build a game from scratch using web-based technologies? Then this program may be a good fit for you.

CAREER OPPORTUNITIES

Graduates of DeVry's Computer Information Systems degree program with a specialization in Web Game Programming may consider, but are not limited to, the following careers:

- Back-end Java Programmer
- Software Developer
- Mobile Game Programmer
- HTLM5 Game Developer

WHAT YOU'LL LEARN

ESSENTIALS

- Communicate methods and findings
- Collaborate in dynamic work environments
- Solve complex problems
- Analyze numerical data
- Apply appropriate technologies

TECH CORE

- Produce, secure, operate and troubleshoot small enterprise networks
- Network, secure and deploy digital devices and sensors into the IoT ecosystem
- Solve technical problems using an algorithmic approach and basic programming and coding methods
- Install and configure operating systems using command line interface (CLI)

PROGRAM

- Use advanced programming techniques
- Develop applications
- Analyze and design software systems
- Develop web-based interfaces and designs

SPECIALIZED

- Create web-based games
- Utilize OO strategies to design games
- Deploy advanced web techniques
- Design online game

QUICK FACTS

124
CREDIT HOURS
minimum credit hours required for graduation

25%
GROWTH
nationally from 2022–2032 for Employment of Software Developers[1]

SKILLS FOCUSED

SKILL FOCUSED CURRICULUM

Elements of our technology curriculum help prepare you to pursue certification opportunities that can validate your knowledge and skills.

- CompTIA Linux+
- CompTIA Network+
- CompTIA Cloud Essentials+
- PCEP Certified Entry-Level Python Programmer
- CompTIA Security+
- CompTIA Project+

UP TO $300

CERTIFICATION EXAM REIMBURSEMENT

We reimburse qualified students up to $300 for the cost of one industry certification exam attempt across a wide range of fields.

MINIMUM COMPLETION TIME*

2 years 8 months

OR

NORMAL COMPLETION TIME**

4 years

ACCELERATE ON YOUR SCHEDULE

Choose the schedule that best fits your goals and commitments. You can earn your **Bachelor's Degree** in as little as **2 years 8 months**.

Or, follow a normal completion time and complete your program in 4 years.

*Minimum completion time does not include breaks and assumes 3 semesters of year-round, full-time enrollment in 12-18 credit hours a semester per 12 month period. **Normal completion time includes breaks and assumes 2 semesters of enrollment in 12-18 credit hours per semester per 12 month period.

DeVry University

Computer Information Systems | Web Game Programming

ESSENTIALS

47 CREDIT HOURS

COMMUNICATION SKILLS[1]

ENGL112[2]	Composition
ENGL135	Advanced Composition
ENGL216	Technical Writing
SPCH275	Public Speaking

HUMANITIES

LAS432	Technology, Society, and Culture
ETHC232	Ethical and Legal Issues in the Professions

SOCIAL SCIENCES

ECON312	Principles of Economics
SOCS185	Culture and Society
SOCS325[3]	Environmental Sociology

MATHEMATICS AND NATURAL SCIENCES

MATH114	Algebra for College Students
TECH204	Everyday Physics
TECH221	Data-Driven Decision -Making

PERSONAL AND PROFESSIONAL DEVELOPMENT

CARD405	Career Development
COLL148	Critical Thinking and Problem Solving

TECH CORE

21 CREDIT HOURS

TECH CORE

CEIS101	Introduction to Technology and Information Systems
CEIS106	Introduction to Operating Systems
CEIS110	Introduction to Programming
CEIS114	Introduction to Digital Devices
NETW191	Fundamentals of Information Technology and Networking
NETW212	Introduction to Cloud Computing
SEC285	Fundamentals of Information Security

PROGRAM

40 CREDIT HOURS

INFORMATION SYSTEMS AND PROGRAMMING

CEIS150	Programming with Objects
CEIS209	Intermediate Programming
CEIS236	Database Systems and Programming Fundamentals
CIS313	AI-Driven Business Application Coding
CIS355A	Business Application Programming with Lab

APPLICATION DEVELOPMENT

CIS363B	Web Interface Design with Lab
CIS407A	Web Application Development with Lab
WBG310	Interactive Web Page Scripting with Lab

CAREER PREPARATION

CEIS298	Introduction to Technical Project Management
CEIS499	Preparation for the Profession
MGMT404	Project Management
TECH460	Senior Project

SPECIALIZED

16 CREDIT HOURS

WEB GAME PROGRAMMING

WBG370	Game Development with Lab
WBG410	Dynamic Website Development and Database Integration with Lab
WEB460	Advanced Web Application Development with Lab
WGD235	Web Animation

Demonstrate Skills at Every Step

BACHELOR'S

ASSOCIATE

CERTIFICATE 22 CREDIT HOURS

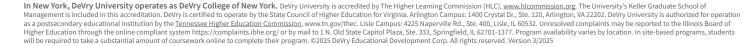**60 CREDIT HOURS**

124 CREDIT HOURS

EMBEDDED PROGRAMS

With our exclusive 3-in-1 design, you can earn two additional credentials while working toward your bachelor's degree. Every course in our Programming Essentials certificate and Information Technology and Networking associate degree are embedded within this Computer Information Systems degree with a Web Game Programming specialization. So you can earn a certificate and an associate degree on the way to your bachelor's degree.

[1] 14 for students enrolled at a New Jersey location
[2] Students enrolled at a New Jersey location take ENGL108 in lieu of this course.
[3] Students enrolled at a Nevada location must take POLI332 in lieu of this requirement.

Students enrolled at a New Jersey location must take an additional six semester-credit hours of general education coursework from among the following course areas: communication skills, humanities, social sciences, mathematics and natural sciences. Courses selected in humanities or social sciences should be upper-division coursework (DeVry courses numbered 300-499).

*The figures displayed represent the minimum credit hours required for graduation. Additional coursework may be necessary to complete program requirements. Future programmatic changes could impact the ability to earn additional credentials en route to an eligible degree program. Refer to the academic catalog for details.

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