Transfer Guide 3+1
Muskegon Community College
Bachelor of Science – Game Software Development

This Transfer Guide is designed to provide a seamless transition between an **Associate in Applied Science in Digital Game Development** degree at Muskegon Community College and the **Bachelor of Science in Game Software Development** degree at Baker College.

For additional information about Baker College's transfer process and available scholarships, please visit our Transfer Students page at **baker.edu/transfer**.

PROGRAM REQUIREMENTS

TRANSFER CREDITS FROM MUSKEGON COMMUNITY COLLEGE

Degree Program	Credit Hours
Associate in Applied Science in Digital Game Development *	62

ADDITIONAL COURSES THAT MAY BE COMPLETED WITH MUSKEGON COMMUNITY COLLEGE

Course	Number	Course Title	Credit Hours
CIS	153A	DATABASE MANAGEMENT - ACCESS	1
CIS	162	VISUAL C# PROGRAMMING	3
CIS	228	JAVA SCRIPT	3
CIS	257A	HTML FOR INTERNET WEB PAGE DESIGN	3
CIS	275	LINUX OPERATING SYSTEM	3
CIS	280	JAVA PROGRAMMING	3

* Note - must choose MATH 112 Trigonometric Functions with Coordinate Geometry for the math General Education course

	Credit
TOTAL CREDITS TRANSFERRED FROM MUSKEGON COMMUNITY COLLEGE	**78**

COURSES TO BE COMPLETED WITH BAKER COLLEGE – BACHELOR OF SCIENCE GAME SOFTWARE DEVELOPMENT

Course	Number	Course Title	Credit Hours
CS	3210	Data Structures and Algorithms I	3
CS	3220	Data Structures and Algorithms II	3
CS	3310	Application Security Practices	3
CS	3410	Programming for Mobile Devices	3
CS	3510	Introduction to Android Mobile SDK	3
CS	3810	Unreal Game Programming I	3
CS	3820	Unreal Game Programming II	3
CS	4110	Artificial Intelligence	3
CS	4310	Unity Game Programming I	3
CS	4320	Unity Game Programming II	3
CS	4990	Senior Design Project in GSD	3
MTH	1410	Introduction to Discrete Mathematics	3
WRKIT	4010	Work Experience	3

TOTAL CREDIT HOURS REMAINING AT BAKER COLLEGE		**42**
PROGRAM TOTAL		**120**