KY Valid Course List

Kentucky Uniform Academic Course Codes

704 KAR 3:540 states the following:

Section 1. (1) Local districts and schools shall use uniform academic course codes, listed and described in the Academic Course Code List, to classify all courses offered in each school when reporting to the Kentucky Department of Education.
(2) Reporting to the Kentucky Department of Education shall include the listing and linking of uniform academic courses if the listing of academic courses is required.

Section 2. The linking of local district and school codes to the uniform academic course codes shall be performed by district and school staff using the student information system.
Section 3. The Kentucky Department of Education shall annually audit the use of uniform academic course codes by districts and schools.

Section 4. Incorporation by Reference. (1) "Academic Course Code List", April 2010, is incorporated by reference. (2) This material may be inspected, copied, or obtained, subject to applicable copyright law, at the Office of Teaching and Learning, 18th Floor, Capital Plaza Tower, 500 Mero Street, Frankfort, Kentucky 40601, Monday through Friday, 8 a.m. through 4:30 p.m. (36 Ky.R. 2260; Am. 37 Ky.R. 60; eff. 7-12-2010.)

The Kentucky Uniform Academic Course Code List contains a listing of course descriptions and parameters along with certifications that fit the parameters for a given course. Please note that the table of contents and the bookmarks in each PDF document are clickable for ease of navigation. The content listed for a course cannot be changed; however, the grade range and population information listed for each course are not absolute and can vary slightly depending on the needs of the school. District should choose the course that most closely represents the students in a given course. ***The description and content of a course are the determining factors in what should be selected.***

Contact Information:

- Districts may contact Kiley Whitaker at (502) 564- 4286 or Caryn Davidson at (502) 564-2106, or email at **kiley.whitaker@education.ky.gov** or **caryn.davidson@education.ky.gov** with questions pertaining to course content.
- Districts may contact Kiley Whitaker at (502) 564- 4286 or **kiley.whitaker@education.ky.gov** with questions pertaining to technical issues.
- Districts may contact the EPSB Division of Certification at (502) 564-4606 or **dcert@ky.gov** with question pertaining to certification.
- Districts may contact Megan Cummins at (502) 696-7397 or **mcummins@kheaa.com** with questions pertaining to KEES eligibility.

Detailed information about course code considerations for specific programs and areas can be found on the Kentucky Uniform Academic Course Codes website at
http://education.ky.gov/curriculum/modcurrframe/Pages/Kentucky-Uniform-Academic-Course-Codes.aspx

HOW TO USE THIS DOCUMENT

This document contains a listing of course descriptions and parameters along with certifications that fit the parameters for a given course. The grade range and population information listed for each course are not absolute. Please choose the course that most closely represents the students in a given course.

EXAMPLE

John Q Middle School had 5th, 6th, and 7th grade students taking a Creative Art course. This course would be linked to course number **500711: Creative Art – Comprehensive**, which shows with a recommended grade range of 6th – 12th.

The courses listed in this document are not meant to replace the course titles and course numbers already in use at the school level. Schools will link their courses on the Infinite Campus "Course Master" tab OR in the "Course" tab to courses listed in this document.

Schools may have created courses that are very unique in order to meet students' needs. If a course does not meet the definition or content of one contained in this document, please use course number **909999: School Defined Course**, and code the correct content through the LEAD report.

CERTIFICATIONS

It is important to note that the certificates listed are the ones that fit ***ALL*** of the parameters for a specific course – there may be other certificates that can teach it with slightly more restrictive parameters.

It is very important to note that not all of the certificates listed under a specific course will meet the Highly Qualified Teacher standards as defined by The No Child Left Behind Act of 2001. Please refer to the Highly Qualified guidance documents located on the Education Professional Standards Board (EPSB) website at http://www.epsb.ky.gov/nclb.asp.

In addition to Highly Qualified considerations, please take note of the following information from ***The Kentucky Core Academic Standards*** with regard to middle school courses that are offered for high school credit.

High School Credit Earned in Middle School

It is expected that most students will earn these credits during their high school years. However, local school districts may offer these courses to middle level students if the following criteria are met:

- the content and the rigor of the course is the same as established in the *Kentucky Core Academic Standards*
- the students demonstrate mastery of the middle level content as specified in the *Kentucky Core Academic Standards*
- the district has criteria in place to make reasonable determination that the middle level student is capable of success in the high school course
- **the middle level course is taught by teachers with either secondary or middle level certification with appropriate content specialization**

Although middle level courses list the Provisional and Standard Elementary Certificates, Grades 1-8 as allowable under the parameters of these courses, they will not meet the above requirements for courses that are offered for high school credit.

This document is a guide; therefore the EPSB disclaims any warranties as to the validity of the information in this document. Users of this document are responsible for verifying information received through cross-referencing the official record in the EPSB's Division of Certification. The EPSB shall not be liable to the recipient, or to any third party using this document or information obtained therefrom, for any damages whatsoever arising out of the use of this document.

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Information Technology
(110000)

The Information Technology Program prepares students for careers by applying technical knowledge and skills in the rapidly growing fields of computer networking, programming, digital media, support services, and e-commerce/web design.

Information Technology - Information Support and Services (110100)

Career Major-Focuses on the design of computing systems. Includes instruction in the principles of computer hardware & software components, algorithms data basis, telecommunications, etc. Any course not found under this career major/sub code may be found in another career major/sub code within this program area.

110101 - Computer Hardware and Software Maintenance

Grade Level: 9 - 12
Credits: .5-1
Description: Focuses on the design of computing systems, including instruction in the principles of computer hardware and software components, algorithms data basis, telecommunications, etc. Includes the knowledge to identify and explain PC components, setup a basic PC workstation, conduct basic software installation, identify compatibility issues and recognize/prevent basic security risks and also gives knowledge in the areas of Green IT and preventative maintenance of computers.
Content: Information Technology
Population: General

110102 - Help Desk Operations

Grade Level: 9 - 12
Credits: 1
Description: Introduces a variety of tools and techniques to provide user support in help desk operations. Explores help desk concepts, customer service skills, troubleshooting problems, writing for end users, help desk operations and software, needs, analysis, facilities management, and other topics related to end user support.
Content: Information Technology
Population: General

110107 - Introduction to GIS (For IT)

Grade Level: 10 - 12
Credits: .5-1
Description: This is an introductory course designed to provide basic theories and concepts of geographical information systems including basic GIS capabilities, data collection, data types, GPS, and basic mapping concepts. Introduces GIS software using industry-specific applications and technology to provide a conceptual base to build expertise in GIS.
Content: Information Technology
Population: General

110110 - Computer Literacy

Grade Level: 9 - 12
Credits: 1
Description: Introduces students to the main components of computer literacy including Computer Fundamentals, Key Applications and Living Online. Provides an introduction to the computer and the convergence of technology as used in today's global environment. Introduces topics including computer hardware and software, file management, the Internet, e-mail, the social web, green computing, security and computer ethics. Presents basic use of application, programming, systems and utility software. Basic keyboarding skills are strongly recommended. Note: This course is equivalent to Digital Literacy (060112) and will combine as one course effective 2016-2017.
Content: Computer and Technology Applications (Advanced)
Population: General

110152 - Special Topics, Information Support & Services

Grade Level: 9 - 12
Credits: 1
Description: Instruction related to Information Support & Services but not described in above courses.
Content: Information Technology
Population: General

Information Technology - Programming
(110200)

Career Major - Focuses on the general writing and implementation of generic and atomized programs to drive operating systems. Includes software design, languages, and program writing, trouble-shooting, etc. Any course not found under this career major/sub code may be found in another career major/sub code within this program area.

110201 - Programming (Java, C++, Visual Basic, etc.)

Grade Level: 9 - 12
Credits: 1
Description: Focuses on the general writing and implementation of generic and atomized programs to drive operating systems. Includes software design, languages, and program writing, trouble-shooting, etc.
Content: Programming (Advanced)
Population: General

110202 - C++ 1

Grade Level: 10 - 12
Credits: 1
Description: Introduces students to fundamental programming concepts using the C++ programming language. Includes data types, control structures, simple data structures, error-handling, modular programming, and information and file processing.
Content: Programming (Advanced)
Population: General

110204 - Productivity Software

Grade Level: 10 - 12
Credits: 1
Description: Utilizes current word processing, spreadsheet, database, and presentation application software to solve common technology and business problems. Covers basic features of each software application.
Content: Information Technology
Population: General

110205 - JAVA Programming I

Grade Level: 10 - 12
Credits: 1
Description: Introductory course to object oriented programming in Java. Students learn to write, compile, test, and debug basic applets and applications that use a graphical user interface.
Content: Programming (Advanced)
Population: General

110206 - JAVA Programming II

Grade Level: 10 - 12
Credits: 1
Description: This course is a continuation of Java Programming I. Students learn input and output streams, networking, advanced graphical user interface features, and the benefits of object-oriented techniques such as encapsulation, inheritance, etc.
Content: Programming (Advanced)
Population: General

110207 - Visual Basic 1

Grade Level: 10 - 12
Credits: 1
Description: Introduces students to fundamental programming concepts using the Visual Basic programming language. Includes data types, control structures, simple data structures, error-handling, modular programming, event-driven programming, graphical user interfaces, and file processing
Content: Programming (Advanced)
Population: General

110208 - Visual Basic II: Creating Desktop Applications

Grade Level: 10 - 12
Credits: 1
Description: This course is designed to provide students with the knowledge and skills to design, develop, and implement Visual Basic applications designed to run on individual computers or workstations. This course helps prepare the student for Microsoft Certified Professional Examination.
Content: Programming (Advanced)
Population: General

110211 - Introduction to Database Design

Grade Level: 9 - 12
Credits: 1
Description: Provides an overview of database and database management system concepts, internal design models, normalization, network data models, development tools, and applications.
Content: Information Technology
Population: General

110213 - Computer Graphics

Grade Level: 10 - 12
Credits: 1
Description: Introduces basic computer graphics with special emphasis on graphics for games.
Content: Information Technology
Population: General

110251 - Computational Thinking

Grade Level: 10 - 12
Credits: 1
Description: Students analyze the structure of the worldwide web, apply basic principles of web documents and HTML, and develop multi-media web pages. Course content will include the understanding of hypertext and web structures. Equipment such as scanners, digital and video cameras and sound recording devices will be utilized through hands-on instruction. Promotes understanding of computer programming and logic by teaching students to "think like a computer". Covers skills needed to develop and design language-independent solutions to solve computer related problems. Covers developmental and design basics including use of variables, control and data structures, and principles of command-line and object-oriented languages.
Content: Information Technology
Population: General

110252 - Special Topics, Programming

Grade Level: 9 - 12
Credits: 1-3
Description: Instruction related to Programming but not described in above courses.
Content: Information Technology
Population: General

Information Technology - Career Major Electives
(110300)

110302 - Management of Support Services

Grade Level: 11 - 12
Credits: 1
Description: Digitally organizing the information technology milestone achieved by the student that is reflective of their industry certification readiness, understanding the cost of doing business, and preparation of technical and behavioral job interviews. Focuses on employability skills to include: a professional digital portfolio that emphasizes critical milestones that focus on entry level information technology employability skills. (Previously Help Desk II)
Content: Information Technology
Population: General

110315 - GIS Software Tools and Applications

Grade Level: 10 - 12
Credits: 1
Description: This class explores Geographical Information System extensions (software modules that plug into the core product to deliver powerful added functionality). Introduces and identifies popular advanced extensions used for network analysis, spatial analysis, and 3D analysis.
Content: Information Technology
Population: General

110316 - Special Topics in GIS

Grade Level: 10 - 12
Credits: 1
Description: This course will provide students additional knowledge in the GIS field applying the fundamental concepts and utilizing tools and applications for further understanding. The course should assist and give opportunities to students needed to master skills in the GIs field.
Content: Information Technology
Population: General

110399 - Leadership Dynamics - Information Technology

Grade Level: 9 - 12
Credits: 1/2 - 1
Description: This course is designed to assist students with developing skills needed to be successful leaders and responsible members of society. This student will develop personal attributes and social skills. Emphasis will be placed on interpersonal skills, team building, communication, personal development and leadership. This course will include opportunities for students to apply their knowledge.
Content: Leadership Dynamics
Population: General

Information Technology - Computer Science
(110700)

Career Major- Focuses on computers, computing problems and solutions, and the design of computer systems and user interfaces from a scientific perspective. Includes instruction in the principles of computational Science, and computing theory; computer hardware design; computer development and programming; and applications to a variety of end-use situations. Any course not found under this career major/sub code may be found in another career major/sub code within this program area.

110701 - AP Computer Science A

Grade Level: 11 - 12
Credits: 1
Description: AP Computer Science is designed to teach students with an interest in computer programming how to use the Java programming language. During this course, students will learn about object-oriented programming, program implementation through classes, program analysis, data structures, algorithms, and ethical computing responsibility and use.
Content: AP Computer Science
Population: General

110710 - Introduction to Computer Science

Grade Level: 9 - 12
Credits: 1
Description: Introduction to Computer Science is designed to introduce students to the breadth of the field of computer science through an exploration of engaging and accessible topics. Rather than focusing the entire course on learning particular software tools or programming languages, the course is designed to focus on the conceptual ideas of computing and help students understand why certain tools or languages might be utilized to solve particular problems. The goal of the course is to develop in students the computational practices of algorithm development, problem solving and programming within the context of problems that are relevant to the lives of today's students. Students will also be introduced to topics such as interface design, limits of computers, and societal and ethical issues.
Content: Computer Science
Population: General

110711 - AP Computer Science Principles

Grade Level: 10 - 12
Credits: 1
Description: AP Computer Science Principles is designed to introduce students to the central ideas of computer science, to instill ideas and practices of computational thinking, and to have students engage in activities that show how computing changes the world. The course is rigorous and rich in computational content, includes computational and critical thinking skills, and engages students in the creative aspects of the field. Through both its content and pedagogy, this course aims to appeal to a broad audience.
Content: Computer Science
Population: General

110730 - Computer Science and Software Engineering (PLTW)

Grade Level: 9 - 12
Credits: 1
Description: This course develops computational thinking, using the Python object-oriented programming language as a primary tool and incorporates multiple platforms and languages for computation. The course helps students develop programming expertise and explore the workings of the Internet. Projects and problems include app development, visualization of data, cyber security, and simulation. NOTE TO SCHOOL - this course requires a District agreement with PLTW. You MUST have a current agreement with PLTW to offer this course.
Content: Computer Science
Population: General

110752 - Special Topics, Computer Science

Grade Level: 9 - 12
Credits: 1-3
Description: Instruction related to Computer Science but not described in above courses.
Content: Computer Science
Population: General

Information Technology - Web Development/Administration (110800)

Career Major- Prepares individuals to apply HTML, XML, JavaScript and other authoring tools to the design, editing, and publishing of documents, images, graphics, sound and multimedia products on the World Wide Web. Any course not found under this career major/sub code may be found in another career major/sub code within this program area.

110801 - Web Page Development

Grade Level: 10 - 12
Credits: 1
Description: Introduces we page design through the use of HTML and CSS. Uses text and/or web editors to create web documents with various formats and page layouts, multimedia, tables and forms. Emphasizes W3C web design and accessibility standards.
Content: Web Page Design
Population: General

110804 - Website Design and Production

Grade Level: 10 - 12
Credits: 1
Description: This course gives the student an experience with advanced topics in planning and implementing a professional web site. Emerging technologies will be explored in creating interactive web pages that incorporate cascading style sheets, DHTML, JavaScript and multimedia and graphics. Designing for a cross-browser web site and different monitor resolutions should be covered. Introduces web site production processes with emphasis on design involving layout, navigation, interactivity and using web production software.
Content: Web Page Design
Population: General

110809 - JavaScript

Grade Level: 10 - 12
Credits: 1
Description: Provides students with an overview of the JavaScript scripting language. Includes coding, testing, and debugging JavaScript programs; using variables, operators, and data types; creating dynamic web pages using JavaScript; controlling the behavior of forms, buttons, and text elements; and using control structures, pattern matching, objects, and application scripts.
Content: Web Page Design
Population: General

110810 - Flash with Action Script

Grade Level: 10 - 12
Credits: 1
Description: This course will introduce Macromedia Flash. Students will gain experience in creating graphics, animation, text, forms, and special effects.
Content: Web Page Design
Population: General

110852 - Special Topics, Web Development/Administration

Grade Level: 9 - 12
Credits: 1
Description: Instruction related to Web Development/Administration but not described in above courses.
Content: Information Technology
Population: General

Information Technology - Networking
(110900)

Career Major - Focuses on the design, implementation and management of linked systems of computers, peripherals, associated software. Includes introduction in systems and applications; systems design and analysis; networking theory and solutions; types of networks; network management and control; network and flow optimization; security; configuring; and troubleshooting. Any course not found under this career major/sub code may be found in another career major/sub code within this program area.

110901 - Introduction to Networking Concepts (non-vendor)

Grade Level: 9 - 12
Credits: 1
Description: Introduces technical level concepts of non-vendor specific networking including technologies, media, topologies, devices, management tools, and security. Provides the basics of how to manage, maintain, troubleshoot, install, operate, and configure basic network infrastructure.
Content: Information Technology
Population: General

110902 - Network Fundamentals/Cisco I

Grade Level: 10 - 12
Credits: 1
Description: Introduces the architecture, structure, functions, components, and models of the Internet and other computer networks. Provides the opportunity to build simple LAN topologies by applying principles of cabling; performing basic configurations of network devices, including routers and switches; and implementing IP addressing schemes. (This is the first course in the 2013 Cisco curriculum.)
Content: Information Technology
Population: General

110903 - Routing Protocol and Concepts/Cisco II

Grade Level: 10 - 12
Credits: 1
Description: Provides students with the skills necessary to understand and apply concepts related to networking hardware. Covers TCP/IP concepts such as IP addressing and subnetting, router configuration, routed and routing protocols. Completes one of a series of four courses that helps prepare students for the Cisco Certified Network Associate (CCNA) certification exam. (This is the second course in the 2013 Cisco curriculum.)
Content: Information Technology
Population: General

110904 - LAN Switching and Wireless/Scaling Networks/Cisco III

Grade Level: 10 - 12
Credits: 1
Description: Provides students with the skills necessary to understand and apply advanced networking concepts. Covers local area network (LAN) switching, virtual local area networks (VLANS), advanced network design concepts, advanced router configuration and advanced network management projects. (This is the third course in the 2013 Cisco curriculum.)
Content: Information Technology
Population: General

110905 - Accessing the WAN/Connecting Networks/Cisco IV

Grade Level: 10 - 12
Credits: 1
Description: Provides students with the skills necessary to understand and apply advanced principles and applications in deploying networking hardware Covers WAN design, WAN connectivity protocols such as PPP, ISDN and Frame Relay, as well as advanced network management projects. (This is the fourth course in the 2013 CISCO curriculum.)
Content: Information Technology
Population: General

110906 - Network Hardware Installation and Troubleshooting

Grade Level: 10 - 12
Credits: 1
Description: This course is designed to provide students with the knowledge and skills to design, configure, troubleshoot, wire and cabling systems, and equipment involved with connecting a local area network.
Content: Information Technology
Population: General

110907 - Microsoft Active Directory Server

Grade Level: 10 - 12
Credits: 1
Description: Provides students with the knowledge and skills necessary to install, configure, and administer Microsoft Windows Directory Services. Focuses on implementing Group Policy and understanding the Group Policy tasks required to centrally manage users and computers. Assists in prepping students for exams in the Microsoft certification exam series.
Content: Information Technology
Population: General

110912 - Security Fundamentals

Grade Level: 10 - 12
Credits: 1
Description: Introduces basic computer and network security concepts and methodologies. Covers principles of security; compliance and operational security; threats and vulnerabilities; network security; application, data, and host security; access control and identity management; and cryptography. This course leads to the Security + Certification.
Content: Information Technology
Population: General

110913 - Microsoft Client Server/Config

Grade Level: 10 - 12
Credits: 1
Description: Covers installation and configuration of Microsoft Windows client and server operating systems. Helps prepare students for exams in the Microsoft certification exam series.
Content: Information Technology
Population: General

110917 - Internet Technologies

Grade Level: 10 - 12
Credits: 1
Description: Provides students with a study of traditional and emerging Internet technologies. Covers topics including Internet fundamentals, Internet applications, Internet delivery systems, and Internet client/server computing. Provides a hands-on experience and some programming in an Internet environment.
Content: Information Technology
Population: General

110919 - Information Technology Internship

Grade Level: 11 - 12
Credits: 1
Description: Internship for CTE courses provide supervised work-site experience for high school students who are enrolled in a capstone course associated with their identified career pathway. Internship experiences consist of a combination of classroom instruction and field experiences. A student receiving pay for an intern experience is one who is participating in an experience that lasts a semester or longer and has an established employee-employer relationship. A non-paid internship affects those students who participate on a short-term basis (semester or less).
Content: Information Technology
Population: General

110952 - Special Topics, Networking

Grade Level: 9 - 12
Credits: 1-3
Description: Instruction related to Networking but not described in above courses.
Content: Information Technology
Population: General

Information Technology - Informatics
(111000)

111001 - Computers, Networks, and Databases

Grade Level: 9 - 12
Credits: 1
Description: This project-based-learning course engages students who are curious about Informatics. In this course, students will learn how to use a design process to create systems that acquire, store and communicate data for a variety of career fields. Students will work collaboratively in teams to design systems, problem solve, think critically, be creative and communicate with each other and business partners. Students will participate in real-world experiences such as designing an inventory system for a retail store, comparing stores in a company to project future sales, track customer buying habits and more.
Content: Informatics
Population: General

111002 - Design for the Digital World

Grade Level: 9 - 12
Credits: 1
Description: A project-based-learning course that engages students who are interested in applying the design process to create systems such as a cloud-based digital storage system for images, design a system to automatically collect and report data on highway usage, apply a geospatial system to map a store and develop a database that studies shopping habits, etc. Through these projects, students will learn about data management, logic-based queries, the collection of data utilizing GPS and analysis utilizing GIS, and how to automate data collection to make processes more effective and efficient. They will work collaboratively in teams and demonstrate their learned knowledge and skills by presenting their new and innovative ideas, techniques and solutions to business and industry partners.
Content: Informatics
Population: General

111003 - Databases in the Cloud

Grade Level: 9 - 12
Credits: 1
Description: This project-based-learning course is for students who successfully completed Courses 1 and 2 and are interested in more complex challenges that business and industry face. Students at this level will learn about web technologies, cloud storage, information security, data, animation, introductory computer programming and database applications. Students will take more responsibility for their own learning, problem-solving, and thinking outside of the box. Real world challenges will require higher levels of research, building, testing, analyzing and improving systems. Students design solutions for real world problems by the designing a database for ticket sales; designing security for a database; creating a game with animation; reporting information based on data for a population in a community; as well as designing, building and testing an application for a database.
Content: Informatics
Population: General

111004 - Developing a Cloud Presence

Grade Level: 9 - 12
Credits: 1
Description: Students in this capstone course will focus on the ethics of privacy, social networking, designing for clients and artificial intelligence through six authentic projects. Students will select a business partner and design, build and test a Web presence for a company that will apply the concepts from the three prior courses. Student teams will work collaboratively with a business partner to develop a proposal for the project with evaluation criteria. Once the business partner accepts the proposal, the student team will implement it by designing, planning, building the system, and testing and revising the system to meet the needs of the business. Depending on articulation agreements or state policy, opportunity for dual credit may be available to students who successfully complete this course.
Content: Informatics
Population: General

Information Technology - Digital Design/Game Development (113600)

Provides students with a thorough understanding of techniques for designing advanced 3D games and simulations. Courses will cover 2D and 3D graphics, animation, character development, texturing, rigging, scripting and game setup using state-of-the-art software development tools.

113601 - Introduction to Digital 3D Game Graphics

Grade Level: 9 - 12
Credits: 1
Description: Emphasizes creating 3D graphics using one or more state-of-the-art software packages. Provides students with a thorough understanding of techniques for designing advanced 3D games and simulations. Courses will cover 2D and 3D graphics, animation, character development, texturing, rigging, scripting and game setup using state-of-the-art software development tools.
Content: Information Technology
Population: General

113602 - Game & Engine Development, Animation (Photoshop)

Grade Level: 10 - 12
Credits: 1
Description: Introduces the techniques for creating textures and lighting for 3D games and simulations. This course will focus on creating games using code, animation, and an introduction to 3d design software utilized in the industry. In addition, students will see how the skills and knowledge acquired in Game Design I & II come together utilizing a game engine.
Content: Information Technology
Population: General

113603 - Advanced 3D Game Development

Grade Level: 10 - 12
Credits: 1
Description: Develop realistic 3D characters with complete body structure. This course will focus on creating games using code, 3d characters, objects, and animation utilizing game engines. Students will see how the skills and knowledge acquired in Game Design I - III come together. Students will create work ready products for the industry.
Content: Information Technology
Population: General

113604 - Digital 3D Graphics and Special Effects II

Grade Level: 9 - 12
Credits: 1
Description: Introduces advanced texturing and lighting techniques to enhance depth perception and realism within 3D environments.
Content: Information Technology
Population: General

113605 - Game Design Principles

Grade Level: 9 - 12
Credits: 1
Description: This course is a general introduction to Game Design providing an overview of story development, gaming history, game reviews, current gaming trends and industry software. Students will begin to create and develop a game story/plot that can be further developed in higher level courses as well as critique current games. In addition, game development software will be explored to further enhance their design skills.
Content: Information Technology
Population: General