



Johnson County Community College
**Transfer Program to Webster University -
 St. Louis Campus**
BA - Games and Game Design
2024-25 Catalog

CONTACT: Admissions Office
PHONE: 800-753-6765
EMAIL: admit@webster.edu
HOME PAGE:
<https://www.webster.edu/communications/academics/media-arts/games-and-game-design.php>

This transfer advising guide outlines the transfer articulation agreement between the Bachelor of Arts (BA) Games and Game Design degree at Webster University and the Associate of Applied Science (AAS) Game Development with Game Programming Option, the Associate of Applied Science (AAS) Game Development with Game Design Option, and the AA degree at Johnson County Community College.

Transfer Credits and Credits Required within the articulation agreement include:

- While students with this associate degree typically transfer in 60-65 credits, Webster will transfer in all coursework that is part of the completed associate degree up to 90 credit hours (of the student's first associate degree).
- Courses will transfer according to the Addendum A and Addendum B (listed below): Courses list for Year 1 and 2 (Recommended Academic Plan developed based on individual student's academic history).
- Total additional credits required at the receiving institution to complete the baccalaureate degree: see Addendum C and Addendum D (listed below): Webster University Course List for Years 3 and 4.

Addendum A: AAS – Game Development with Game Programming Option (67 hours)

Webster Equivalents	JCCC Courses	Hrs
	First semester at JCCC	
General Elective	CIS 142 Beginning Programming using Python	4
GCP – WCOM Written Communication	ENGL 121 Composition I*	3
General Elective	GAME 102 The Business of Games	3
General Elective	GAME 104 Introduction to Game Development	1
GAME 1500 Introduction to Video Game Design	GAME 105 Beginning Game Creation	3
GCP- QL Quantitative Literacy	MATH 171 College Algebra* (or higher)	3
	Total hours	17
	Second semester at JCCC	
General Elective	CS 201 Concepts of Programming Algorithms using C#*	4
GAME 3150 Special Topics in Game Design (3 hrs)	GAME 121 Game Programming I*	4
INTM 1600 Introduction to Interactive Digital Media	GAME 131 User-Centered Design*	4
General Elective	GAME 180 Artificial Intelligence for Games*	3
GCP – SSHB Social Systems & Human Behavior	Social and Behavioral Sciences Elective	3
	Total hours	18
	Third semester at JCCC	
General Elective	CS 236 Object-Oriented Programming Using C#*	4
General Elective	GAME 221 Game Programming II*	4
General Elective	GAME 242 Agile Game Development*	3
GCP – PNW Physical & Natural World	PHYS 191 Math and Physics for Games I*	4
	Total hours	15
	Fourth semester at JCCC	
General Elective	Program Elective	3
GCP – OCOM Oral Communication	COMS 120 Interpersonal Communication OR COMS 121 Public Speaking OR COMS 125 Personal Communication	3
GAME 4600 Video Game Production	GAME 250 Game Capstone*	4
General Elective	GAME 255 Mobile Game Programming*	4
GCP – SSHB Social Systems & Human Behavior or GCP – ROC Roots of Cultures	Humanities Elective (HUM 155 or HUM 156 is recommended)	3
	Total hours	17

Addendum B: AAS – Game Development with Game Design Option (67 hours)

Webster Equivalents	JCCC Courses	Hrs
	First semester at JCCC	
Major Elective	CIS 142 Beginning Programming using Python	4
GCP – WCOM Written Communication	ENGL 121 Composition I*	3
General Elective	GAME 102 The Business of Games	3
General Elective	GAME 104 Introduction to Game Development	1
GAME 1500 Introduction to Video Game Design	GAME 105 Beginning Game Creation	3
GCP- QL Quantitative Literacy	MATH 171 College Algebra* (or higher)	3
	Total hours	17
	Second semester at JCCC	
GAME 3000 Video Game Design I	GAME 120 Game Design I*	4
GAME 4000 Video Game Level Design – Major Elective	GAME 132 Game Level Editing*	4
General Elective	GAME 136 Game Prototyping*	4
General Elective	GAME 180 Artificial Intelligence for Games*	3
GCP – SSHB Social Systems & Human Behavior	Social and Behavioral Sciences Elective	3
	Total hours	18
	Third semester at JCCC	
GAME 3650 World Design	GAME 134 Game World Creation*	4
GAME 4500 Video Game Design II	GAME 220 Game Design II*	4
General Elective	GAME 235 Game Quality Assurance*	2
General Elective	GAME 242 Agile Game Development*	3
GCP – ROC Roots of Cultures	Humanities Elective (<i>HUM 155 or HUM 156 is recommended</i>)	3
	Total hours	16
	Fourth semester at JCCC	
General Elective	Program Elective	3
GCP – OCOM Oral Communication	COMS 120 Interpersonal Communication OR COMS 121 Public Speaking OR COMS 125 Personal Communication	3
SCPT 3500 (Program Elective)	ENGL 150 Digital Narratives*	3
Major Elective	GAME 238 Serious Game Design*	3
General Elective	GAME 250 Game Capstone*	4
	Total hours	16

* JCCC course has a prerequisite or corequisite.

Addendum C: BA Games and Game Design (Years 3 and 4) for students transferring with AAS Game Development Degree (53 hours)

Webster Equivalents	Hrs
Semester 5	
GAME 1000 Analog Game Design	3
GAME 2100 Game Studies	3
AUDI 1000 Audio Production for Non-Majors	3
GCP – ROC Roots of Cultures/CRI Critical Thinking	3
Total hours	12
Semester 6	
GAME 2200 Narrative Design	3
GAME 2600 Game Art	3
GAME 3500 History of Video Games	3
EPMD 1040 Visual Storytelling	3
GCP – GLBL Global Understanding/INTC Intercultural Competence	3
Total hours	15
Semester 7	
MDST 2500 Professional Development for Media Careers	3
FTVP 1400 Graphics and Effects	3
GAME 4500 Video Game Design II (Game Programming Option)	3
GAME 4600 Video Game Production (Game Design Option)	
GCP – SSHB Social Systems & Human Behavior/ETH Ethical Reasoning	3
General Elective	2
Total hours	14
Semester 8	
GAME 4620 Senior Overview	3
GAME 4600 Video Game Production (both Game Programming and Game Design Options take this)	3
Elective or GCP – PNW Physical & Natural World for students transferring with Game Design option	3
KEYS 4000 Keystone	3
Total hours	12

* JCCC course has a prerequisite or corequisite.

Addendum D: BA Games and Game Design (Years 3 and 4) for students transferring with AA degree (60 hours)

Webster Equivalents	Hrs
Semester 5 - Fall	
AUDI 1000 Audio Production for Non-Majors	3
FTVP 1400 Graphics and Effects	3
GAME 1500 Intro to Video Game Design	3
GAME 2600 Game Art	3
In-Major Elective	3
Total hours	15
Semester 6 - Spring	
GAME 2200 Narrative Design	3
GAME 1000 Analog Game Design	3
GAME 3000 Video Game Design I	3
EPMD 1040 Visual Storytelling	3
In-Major Elective	3
Total hours	15
Semester 7 - Fall	
MDST 2500 Professional Development for Media Careers	3
GAME 2100 Game Studies	3
GAME 3500 History of Video Games	3
GAME 3650 World Design	3
In-Major Elective	3
Total hours	15
Semester 8 - Spring	
GAME 4620 Senior Overview	3
GAME 4600 Video Game Production	3
GAME 4500 Video Game Design II	3
In-Major Elective	3
KEYS 4000 Keystone	3
Total hours	15

* JCCC course has a prerequisite or corequisite.

It is the STUDENT'S RESPONSIBILITY to check for updates to all transfer information. This transfer guide is provided as a service and is updated as needed. Degree requirements at the four-year colleges are subject to change by those institutions. To ensure you have the most accurate up to date information about the program, it is imperative you meet with an advisor at the transfer institution.