

<u>Pellissippi State CC Associate of Applied Science</u> <u>in Computer Information Technology: Networking</u>



<u>To King University Bachelor of Science in Information Technology:</u>
<u>Digital Business and Game Development</u>

Semester #1 - PSCC

PSCC Course	PSCC Credits	8 = 4=	
CITC 1301: Intro to Programming & Logic	3	General Elective	3
CITC 1321: A+ Hardware	3 ITEC Elective		3
CITC 1322: A+ Software	3 ITEC Elective		3
COLL 1000: First Year Seminar	1 Does not transfer		0
ENGL 1010: English Composition I	3	3 ENGC 1110: English Composition: Writing and	
		Speech*	
MATH 1530: Introductory Statistics	3	3 MATH 1560: Introduction to Statistics*	

Semester #2 - PSCC

PSCC Course	PSCC Credits	18 = 4	
BUSN Elective	3	General Elective	
CITC 1102: Networking Lab	1 ITEC Elective		1
CITC 1302: Introduction to Networking	3 ITEC 3500: Network Management**		3
CITC 1330: Microsoft Desktop OS	3 ITEC Elective		3
COMM 2025: Fundamentals of	3	3 TCOM 1010: Speech Communication	
Communication or COMM 2045: Public			
Speaking			
Humanities/Fine Arts Elective (Philosophy	3	Fulfills either Human Creative Products or Literature	3
courses <u>NOT</u> recommended.)		requirement depending on chosen course*	

Semester #3 - PSCC

PSCC Course	PSCC Credits		
CITC 1303: Database Concepts	3	ITEC 3450: Database Management**	3
CITC 2320: Windows Server Administration	3 ITEC Elective		3
CITC 2329: Routing and Switching I	3 ITEC Elective		3
CITC 2373: Wireless Networks	3 ITEC Elective		3
ECON 2100: Principles of Macroeconomics	3 ECON 2000: Introduction to Economic Principles*		3

Semester #4 - PSCC

PSCC Course	PSCC Credits	8 = 4	
BUSN Elective	3	3 General Elective	
CITC 2290: CIT Capstone	2 Does not transfer		0
CITC 2326: Network Security	3 ITEC 3760: Introduction to Cybersecurity**		3
CITC 2330: Routing and Switching II	3	3 ITEC Elective	
CITC 2399: CIT Internship	3 Does not transfer		0
Total Hours Earned at PSCC	61 Total Hours Transferred from PSCC		55

^{*}fulfills a General Education requirement

^{**}fulfills a major requirement

DUAL ADMISSION FOUR YEAR PLAN

Pellissippi State CC Associate of Applied Science in Computer Information Technology: Networking

To King University Bachelor of Science in Information Technology: Digital Business and Game Development

All transfer candidates entering academic programs must complete RELG 1001 Foundations of Christian Thought and Practice (4 s.h.).

All courses below are offered in a modular format. A modular is a course that is shorter than full term and does not span the entire payment period or period of enrollment. Modular courses can be five, seven or eight week courses.

	Total Semester	Module / Term Course is Offered
Common Experience Requirements*	Hours	
Human Culture: RELG 1001: Foundations of Christian Thought and Practice (4 s.h.)	4	Offered every semester
General Education Requirements	'	offered every semiester
English Composition II (2 s.h.)	2	Offered every semester
Human Culture (4 s.h.)	4	Offered every semester
· · · ·		Offered every semester
Humanities: History (4 s.h.) Either Humanities: Literature course or Human Creative Products Course	4	Offered every semester
depending on Humanities/Fine Arts Elective chosen in Semester 3 (4 s.h.)	4	offered every semiester
Science with Lab (4 s.h.)	4	Offered every semester
BS in Information Technology Program Requirements		
ITEC 2000: Computer Concepts (4 s.h.)	4	Offered according to program rotation
ITEC 2020: Introduction to Programming (4 s.h.)	4	Offered according to program rotation
TCOM 2420: Professional Writing for Information Technology (4 s.h.)	4	Offered according to program rotation
ITEC 3460: Systems Analysis (4 s.h.)	4	Offered according to program rotation
ITEC 3655: Introduction to Web Programming (4 s.h.)	4	Offered according to program rotation
ITEC 3710: Cloud Computing (4 s.h.)	4	Offered according to program rotation
ITEC 3755: Current issues in Technology (2 s.h.)	2	Offered according to program rotation
ITEC 3761: Cybersecurity Policy (4 s.h.)	4	Offered according to program rotation
ITEC 3780: Final Portfolio and Assessment (2 s.h.)	2	Offered according to program rotation
Digital Business and Game Development Track		
ITEC 3765: Gamification and Digital Business (4 s.h.)	4	Offered according to program rotation
ITEC 3766: Digital Business Strategies and Solutions (4 s.h.)	4	Offered according to program rotation
ITEC 3768: Applied Game Design and Development (4 s.h.)	4	Offered according to program rotation
Additional General Electives Required		
Chosen Electives	3	Offered every semester
Total Hours Taken At King	69	Generally completed in 4 semesters averaging 16 to 18 s.h. each semester
Total Hours Transferred from PSCC	55	averaging 10 to 10 s.n. each semester
Combined Total Credits	124	

This document is to be used for planning purposes only. Please refer to the academic catalog for complete information. Course planning should be completed in consultation with an Academic Advisor or Student Success Specialist.

Comprehensive Assessment for Core Curriculum: KING 4020

All students must take the OAK (Outcomes Assessment at King) basic subjects test on general education prior to graduation at King University. Associate of Arts students will complete the OAK in the semester they graduate with their Associate's Degree.

Comprehensive Assessment for Major Curriculum: ITEC 4990

All candidates for a degree from King are required to demonstrate competency in their major fields. Students will complete a comprehensive assessment during the semester when all major courses are complete. All students must Pass the Assessment according to the minimum requirement of their specific programs. Any student who does not meet the requirement (Pass) of his/her comprehensive assessment will not graduate until the requirement has been met.