



## Semester #1 – PSCC

PSCC Course	PSCC Credits	King Equivalent	Transfer Credits
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	<i>Does not transfer</i>	0
ENGL 1010: English Composition I	3	ENG1110: English Composition: Writing and Speech*	3
MATH 1530: Introductory Statistics	3	MATH 1560: Introduction to Statistics*	3

## Semester #2 – PSCC

PSCC Course	PSCC Credits	King Equivalent	Transfer Credits
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
CITC 2364: Virtualization Essentials	3	ITEC Elective	3
COMM 2025: Fundamentals of Communication or COMM 2045: Public Speaking	3	TCOM 1010: Speech Communication	3
Humanities/Fine Arts Electives ( <i>Philosophy courses NOT recommended.</i> )	3	Fulfills either Human Creative Products or Literature requirement depending on chosen course*	3

## Semester #3 - PSCC

PSCC Course	PSCC Credits	King Equivalent	Transfer Credits
BUSN Elective	3	General Elective	3
CITC 1303: Database Concepts	3	ITEC 3450: Database Management**	3
CITC 1333: Linux LPIC-1	3	ITEC Elective	3
CITC 2320: Windows Server Administration	3	ITEC Elective	3
ECON 2100: Principles of Macroeconomics	3	ECON 2000: Introduction to Economic Principles*	3

## Semester #4 - PSCC

PSCC Course	PSCC Credits	King Equivalent	Transfer Credits
BUSN Elective	3	General Elective	3
CITC 2290: CIT Capstone	2	<i>Does not transfer</i>	0
CITC 2326: Network Security	3	ITEC 3760: Introduction to Cybersecurity**	3
CITC 2331: Unix/Linux System Administration	3	ITEC Elective	3
CITC 2399: CIT Internship	3	<i>Does not transfer</i>	0
<b>Total Hours Completed at PSCC</b>	<b>61</b>	<b>Total Hours Transferred from PSCC</b>	<b>55</b>

\*fulfills a General Education requirement

\*\*fulfills a major requirement

Pellissippi State CC Associate of Applied Science in Computer Information  
Technology: Systems Administration and Management

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.

Common Experience Requirements*	Total Semester Hrs	Module / Term Course is Offered
Human Culture: RELG 1001: Foundations of Christian Thought and Practice (4s.h.)	4	Offered every semester
<b>General Education Requirements</b>		
English Composition II (2 s.h.)	2	Offered every semester
Human Culture (4 s.h.)	4	Offered every semester
Humanities: History (4 s.h.)	4	Offered every semester
Either Humanities: Literature course or Human Creative Products Course depending on Humanities/Fine Arts Elective chosen in Semester 3 (4 s.h.)	4	Offered every semester
Science with Lab (4 s.h.)	4	Offered every semester
<b>BS in Information Technology Program Requirements</b>		
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
<b>Digital Business and Game Development Track Requirements</b>		
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
<b>Additional General Electives Required</b>		
Chosen Electives	3	Offered every semester
<b>Total Hours Taken At King</b>	<b>69</b>	<b>Generally completed in 4 semesters averaging 16 to 18 s.h. each semester</b>
<b>Total Hours Transferred from PSCC</b>	<b>55</b>	
<b>Combined Total Credits</b>	<b>124</b>	

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.