



NESCC Dual Admission – Associate of Applied Science in  
Computer Information Technology-Concentration:  
Cyber Defense to King University – Bachelor of Science  
in Information Technology-Digital Business and Game  
Development Track



**Semester #1 – NESCC**

NESCC Course	NESCC Credits	King Equivalent	Transfer Credits
CITC 1302: Introduction to Networking	3	ITEC 3500: Network Management	3
EDUC 1030: College and Lifelong Learning	3	General Elective	3
ENGL 1010: English Composition I	3	WRIT 1110: English Composition: Writing and Speech*	3
INFS 1010: Computer Applications	3	ITEC 2700: Foundations of Information Technology	3
MATH 1530: Introductory Statistics	3	MATH 1560: Introduction to Statistics*	3

**Semester #2 – NESCC**

NESCC Course	NESCC Credits	King Equivalent	Transfer Credits
CITC 1300: Beginning HTML and CSS	3	General Elective	3
CITC 1301: Introduction to Programming and Logic	3	Information Technology Elective	3
CITC 1303: Database Concepts	3	ITEC 3450: Database Management**	3
CITC 1351: Principles of Information Assurance	3	Information Technology Elective	3
Elective – Communication (an approved elective from the general education core)	3	General Elective	3

**Semester #3 - NESCC**

NESCC Course	NESCC Credits	King Equivalent	Transfer Credits
CITC 1332: UNIX/Linux Operating System	3	Information Technology Elective	3
CITC 2352: Digital Forensics	3	ITEC 3762: Computer Forensics	3
CITC 2353: Tactical Perimeter Defense	3	Information Technology Elective	3
CITC 2363: Internet/Intranet Firewalls and E-Commerce Systems	3	Information Technology Elective	3
HUM 2350: Technology in Society	3	General Elective	3

**Semester #4 - NESCC**

NESCC Course	NESCC Credits	King Equivalent	Transfer Credits
CITC 2326: Network Security	3	ITEC 3760: Cybersecurity and Information Assurance	3
CITC 2356: Penetration Testing & Network Defense	3	Information Technology Elective	3
CITC 2390: CIT Capstone	3	Information Technology Elective	3
ECON 2100: Principles of Macroeconomics	3	ECON 2000: Introduction to Economic Principles*	3
PHYS 1030: Survey of Physics or PSCI 1010: Principles of Physical Science	4	General Elective or PHYS 2010: Physical Science*	4
<b>Total Hours Earned at NESCC</b>	<b>61</b>	<b>Total Hours Transferred to King</b>	<b>61</b>

\*fulfills a General Education requirement

\*\*fulfills a major requirement

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Generally, Associate of Applied Science degrees are not accepted for meeting general education requirements at King University. 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 Hours	Term Completed
<b>Common Experience Requirements*</b>		
Human Culture: RELG 1001: Foundations of Christian Thought and Practice (4 s.h.)	4	Offered every semester
<b>General Education Requirements</b>		
English Composition II (2 s.h.)	2	Offered every semester
Human Creative Products (4 s.h.)	4	Offered every semester
Human Culture (4 s.h.)	4	Offered every semester
Humanities: History (4 s.h.)	4	Offered every semester
Humanities: Literature (4 s.h.)	4	Offered every semester
<b>Information Technology Program Requirements</b>		
ITEC 2000: Computer Concepts (4 s.h.)	4	Offered according to program rotation
ITEC 2020: Computer Programming (4 s.h.)	4	Offered according to program rotation
ITEC 3460: Systems Analysis (4 s.h.)	4	Offered according to program rotation
ITEC 3655: 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
WRIT 2420: Professional Writing for Information Technology (4 s.h.)	4	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>Total Hours Taken At King</b>	<b>66</b>	
<b>Total Hours Transferred from NESCC</b>	<b>61</b>	
<b>Combined Total Credits</b>	<b>127</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.

**KING 1010 ACORN:** All students on all delivery platforms in undergraduate major programs must take the ACORN. The test is the mandatory Pre-Test for the Quality Enhancement Plan. The ACORN is a test that students take through Canvas in their first semester at King University. Any student who does not take the exam will not be able to register for the next semester (0 s.h.)

**KING 4020 OAK:** All students on all delivery platforms in undergraduate major programs and students in the Associate of Arts program must take OAK, which stands for Outcomes Assessment at King. The test is the mandatory Comprehensive Assessment for general education. OAK is a test that students take through Canvas in their graduation semester. Students' transcripts will indicate that the comprehensive assessment requirement has been fulfilled. Any student who does not meet the requirement for comprehensive assessment of general education will not graduate until the requirement has been met (0 s.h.)

**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.