**EKU Dual Credit**
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# Kentucky INFORMATION TECHNOLOGY CAREER PATHWAYS: COMPUTER SCIENCE CIP 11.0701.01

PATHWAY DESCRIPTION: The Computer Science Pathway courses focus on computer theory, computing problems and solutions, and design of computer systems and user-interfaces. The coursework will include instruction in the principles of computational science, computer development and programming and applications to a variety of end use situations.

**EXAMPLE ILP-RELATED CAREER TITLES**

Computer Software Engineer Database Developer Computer Hardware Engineer Computer Network Specialist Computer Scientist Web Developer Information Security Analyst Computer Programmer IT Project Manager

The complete descriptions for 2017-2019 Kentucky Department of Education Career Pathways can be found at: https://education.ky.gov/CTE/ctepa/Documents/Preview-CareerPath.pdf. Please see page 112 for the Computer Science pathway. It is the responsibility of each school district to contact the Kentucky Department of Education in order to complete Career Pathway Request process. For more information on this process, please visit: https://education.ky.gov/CTE/ctepa/Pages/default.aspx.



## EKU Computer Science Online Dual Credit Career Pathway Supporting Classes

**CSC 160 Introduction to Web Programming: (3) Fall Semester Course**
*KDE Pathway Course number: 110809*
Prerequisite: MAT 112A/B or higher with a grade of "C" or higher, or a minimum score of 22 on the mathematics portion of the ACT, or a minimum score of 530 on the math portion of the SAT. Introduction to problem solving with computers and the Internet using an appropriate programming language. Basic concepts include data types, objects, control structures, functions, and input/output features.


**CSC 170 Intro to Game Programming. (3) Spring Semester Course**
*KDE Pathway Course number: 110220*
Prerequisite: MAT 112A/B or higher with a grade of "C" or higher, or a minimum score of 22 on the mathematics portion of the ACT, or a minimum score of 530 on the math portion of the SAT. Introduction to game programming using Python. Programming concepts including data types, input/output, and control structures will be introduced through the construction of various types of 2-D games. 3 Lecture/Lab.

**EKU Computer Science**
*At a time of "great growth" in the game industry in Kentucky and beyond, Eastern Kentucky University's game design program ranks 47th internationally, according to The Princeton Review.*
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