

**ASSOCIATE OF APPLIED SCIENCE DEGREE (AAS)**

The degree provides students with the necessary skills to assist in the planning, design, troubleshooting and maintenance of various devices such as ATM, Kiosks, and slot machines. Instruction includes network management systems such as player tracking/slot management systems or ATM Network Monitoring systems. The appropriate regulations, such as slot machine related gaming regulations or ATM related banking regulations will be covered in each concentration. Key common and specialized components and sub-assemblies of these devices will be covered. For example, some of these components and sub-assemblies are random number generators, opto-couplers, coin comparators, dollar bill acceptors, and printers. Computers and networks using these devices and slot machine gaming are addressed. This two-year program provides the student with the repair methods and procedures used in the industries supported by each concentration. Instruction takes place in a hands-on state-of-the-art environment.

**STUDENT LEARNING OUTCOMES – Graduates of this program will have the opportunity to:**

- Demonstrate a working knowledge of the theory of operation of typical self-serve devices such as electronics slot machine, ATMs, and/or Kiosks; Pseudo Random Number Generators; ROM, PROM, EPROM, EEPROM and RAM; and stepper motors.
- Describe the operation of typical peripheral devices; the external features; the money handling assemblies; the device modes of operation of devices such as the electronics slot machine, ATMs, and/or Kiosks.
- Identify electronic circuits and components used in these devices.
- Demonstrate positive work ethics and interpersonal skills in a group environment and to deliver written and oral project reports.
- Develop a hands-on understanding of the installation and maintenance of networks that support devices such as slot machines and computers.

**GENERAL EDUCATION REQUIREMENTS (27 Credits):**

	CR	SEMESTER
<b>COMMUNICATIONS:</b> ENG 107	3	_____
<b>ENGLISH:</b> ENG 100, 101, 113	3-5	_____
<b>HUMAN RELATIONS:</b> ALS 101, ANTH 101, 112, 201, 205, HIST 105, 106, 107, 150, 151, 210, 247, 260, HMS 130, 135B, 265B, MGT 100B, 283, PHIL 135, PSC 201, PSY 101, 102, 207, 208, 261, SOC	3	_____
<b>MATHEMATICS:</b> MATH 111B	3	_____
<b>SCIENCE:</b> EGG 131, 132	8	_____
<b>FINE ARTS/HUMANITIES/ SOCIAL SCIENCES:</b> AM, ANTH, ART, COM, ECON, ENG 223 or above, GEOG 106 or above, HIST, International Languages, Music, PHIL, PSC, PSY, SOC, THTR, WMST 113	3	_____
<b>U.S. AND NEVADA CONSTITUTIONS:</b> PSC 101 or HIST 101 and HIST 102 or HIST 101 and HIST 217	4-6	_____

**SPECIAL PROGRAM REQUIREMENTS (40 Credits):**

	CR	SEMESTER
<b>ET 104B</b> Fabrication and Soldering Techniques	2	_____
OR		
<b>ET 100B</b> Survey of Electronics		
<b>CSCO 105B</b> Fundamentals of Voice and Data Cabling	3	_____
<b>CSCO 109B</b> PC Troubleshooting and Repair	3	_____
<b>CSCO 120</b> CCNA Internetworking Fundamentals	4	_____
<b>ET 131B</b> DC for Electronics	4	_____
<b>ET 132B</b> AC for Electronics	4	_____
<b>ET 212B</b> Digital Logic I	4	_____
<b>ET 238B</b> Device Peripherals	4	_____
<b>ET 294B</b> EET Capstone	3	_____
<b>FOR SLOT TECHNOLOGY TECHNICIANS:</b>		
<b>CIT 263B</b> Introduction to IT Project Management	3	_____
<b>ET 138B</b> Introduction to Slot Machine Technology	3	_____
<b>GAM 225</b> Introduction to Gaming Management	3	_____
<b>FOR SELF-SERVICE DEVICE TECHNICIANS:</b>		
<b>ACC 135B</b> Bookkeeping I	3	_____
<b>CSCO 220</b> CCNA LAN Switching and Wireless Fundamentals	4	_____
<b>IS 101</b> Introduction to Information Systems	3	_____

ASSOCIATE OF APPLIED SCIENCE

**67**  
Total Credits

Students may elect to graduate using the degree requirements in effect at the time of matriculation, or when they declared or changed major or the current catalog. If a program is official after a student has matriculated, the student may choose the degree requirements of the new program. In no case may a student use a catalog which is more than six years old at the time of graduation.