COLUMBUS STATE COMMUNITY COLLEGE

KENT STATE UNIVERSITY

AAS Interactive Media, Video Game Art and Animation Track to BS Animation Game Design, Concentration in Animation or Game Design

The B.S. in Animation Game Design is fully offered On-Ground at the Kent Campus, Stark Campus, and Tuscarawas Campus

Course Subject and Title	Credit Hours	Upper Division	Notes on Transfer Coursework to Kent State
Semester One: [14 Credit Hours] Columbus State Community College			
IMM1115 - Survey of Gaming Industry	3		AGD 23020
IMM1201 - 3D Modeling 1	4		AGD 12001
COLS1100 - First Year Experience Seminar	1		TRAN 1X000
DDG1525 - Storyboarding	3		AGD 1X000
MATH1104 - Mathematical Concepts for Business	3		MATH 1X000
Semester Two: [15 Credit Hours] Columbus State Community College			
IMM1116 - Storytelling for Games	3		AGD 1X000
IMM1202 - 3D Modeling 2	3		AGD 1X000
DDG1860 - 2D Animation	3		AGD 1X000
DDG1870 - Fundamentals of Design for Animation	3	■	ARTS 34002
DDG2650 - Digital Painting	3		AGD 12000
Semester Three: [9 Credit Hours] Columbus State Community College			
NAT GE-Natural/Physical Sciences Requirement			
ASTR1141 Life in the Universe	3		PHY 1X000 (KBS)
ASTR1161 The Solar System	3		PHY 21430 (KBS)
ASTR1162 Stars and Galaxies	3		PHY 1X000 (KBS)
ASTR1400 Astronomy Laboratory	1		PHY 1X000 (KBS, KLAB)
BIO1111 Intro to Biology	4		BSCI 1X000 (KBS, KLAB)
BIO1107 Human Biology	4		BSCI 1X000 (KBS, KLAB)
BIO1113 Biological Sciences I	4		BSCI 10120 (KBS, KLAB)
BIO1114 Biological Sciences II	4		BSCI 10110 (KBS, KLAB)
BIO1125 Plant Biology	4		BSCI 1X000 (KBS, KLAB)
BIO1127 Introduction to Environmental Science	4		TRAN 1X000 (KBS, KLAB)
BIO2215 Introduction to Microbiology	4		BSCI 20021 & 20022 (KBS, KLAB)
BIO2301 Human Physiology	4		BSCI 2X000 (KBS, KLAB)
CHEM1100 Chemistry and Society	5		CHEM 1X000 (KBS, KLAB)
CHEM1111 Elementary Chemistry I	4		CHEM 1X000 (KBS, KLAB)
CHEM1112 Elementary Chemistry II	4		CHEM 1112 (KBS, KLAB)
CHEM1171 General Chemistry I	5		CHEM 10060 & 10062 (KBS, KLAB)
CHEM1172 General Chemistry II	5		CHEM 10061 & 10063 (KBS, KLAB)
GEOL1101 Introduction to Earth Science	4		ESCI 1X000 (KBS, KLAB)
GEOL1105 Geology and the National Parks	3		ESCI 1X000 (KBS)
GEOL1121 Physical Geology	4		ESCI 11040 & 11041 (KBS, KLAB)
GEOL1122 Historical Geology	4		ESCI 11042 & 11043 (KBS, KLAB)
GEOL1151 Natural Disasters	3		ESCI 11040 (KBS, KLAB)
PHYS1103 World of Energy	3		PHY 1X000 (KBS, KLAB)
PHYS1200 Introductory Algebra-Based Physics I	5		PHY 13001 & 13021 (KBS, KLAB)
PHYS1201 Algebra-Based Physics II	5		PHY 13002 & 13022 (KBS, KLAB)
PHYS1250 Calculus-Based Physics I	5		PHY 23101 (KBS, KLAB)
PHYS1251 Calculus-Based Phys II	5		PHY 23102 (KBS, KLAB)

Semester Three (Continued): [9 Credit Hours] Columbus State Community College			
HUM GE-Arts/Humanities Requirement HART1201 History of Art I HART1202 History of Art II	3		Kent Core Art History (ARTH) Additional Major Requirement ARTH 22006 (KFA) ARTH 22007 (KFA)
SBS-XXXX (select from approved GE-SBS list) ANTH2202 Peoples & Culture* GEOG2400 Economic & Social Geography* POLS1100 Introduction to American Government PSY1100 Introduction to Psychology SOC1101 Introduction to Sociology	3		 ANTH 18210 (KSS) (DIVG) GEOG 22061 (KSS) (DIVG) POL 10100 (KSS) (DIVD) PSYC 11762 (KSS) (DIVD) SOC 12050 (KSS) (DIVD)
Semester Four: [14 Credit Hours] Columbus State Community College			
IMM2201 - 3D Modeling 3	3		AGD 22004
IMM2370 - Interactive Animation	3		AGD 2X000
IMM2601 - Game Development 1	2		AGD 2X000
ENGL1100 - Composition I	3		ENG 11011 (KCP1)
MKTG1120 - Branding	3		AGD 1X000
Semester Five: [11 Credit Hours] Columbus State Community College			
IMM2390 - Interactive 2D Games	3		AGD 22005 (Game Design Concentration Requirement)
IMM2603 - Collaborative Project	2		AGD 2X000
IMM2710 - Interactive Portfolio	3		AGD 2X000
IMM2950 – Game Studio	3		AGD 2X000
63 Total Credit Hours to Graduate with the AAS Degree from Columbus State Community College			

* Strongly recommended to complete DIVG requirement.

Course Subject and Title	Credit Hours	Upper Division	Notes on Transfer Coursework to Kent State
Semester Six: [15 Credit Hours] Kent State University			
ARTS 14000 Drawing I	3		@ ART 1205
MATH 11010 Algebra for Calculus (KMCR)	3		@ MATH 1130/1146/1148 or @ MATH 1150 equates to MATH 11010 + MATH 11022
Major Elective	3		
ENG 21011 College Writing II (KCP2)	3		@ENGL 2367/2567/2667/2767 equate to ENG 21011
COMM 15000 Introduction to Human Communication (KADL)	3		@ COMM 1105
Semester Seven: [15 Credit Hours] Kent State University			
ARTS 14001 Drawing II	3		
AGD 21000 Fundamentals of Mixed Reality	3		
MATH 11022 Trigonometry (KMCR)	3		@ MATH 1149 or @ MATH 1150 equates to MATH 11010 + MATH 11022
Major Elective	3		
Concentration Requirement*	3		
Semester Eight: [15 Credit Hours] Kent State University			
AGD 22010 Digital Sculpting	3		
Concentration Requirement	3		
Major Electives (Upper Division)	9	■	
Semester Nine: [15-16 Credit Hours] Kent State University			
AGD 34003 Animation Theory	3	■	
AGD 43092 Internship in Animation and Game Design (ELR) or AGD 43096 Individual Investigation in Animation and Game Design	3	■	
AGD 49999 Senior Capstone Project (ELR)	3	■	
Concentration Requirement (Upper Division)	3	■	
Kent Core Basic Science (w/ lab if already not completed)	3-4		@
Semester Ten: [15 Credit Hours] Kent State University			
Major Elective (Upper Division)	3	■	
MDJ 20001 Media, Power and Culture (KSS) (DIVD)	3		Major Elective
Concentration Requirement (Upper Division)	3	■	
Kent Core Humanities (KHUM)	3		@
Kent Core Humanities or Fine Arts (KHUM/KFA)	3		@
Semester Eleven: [9 Credit Hours] Kent State University			
Concentration Requirements (Upper Division)	6	■	
Major Elective (Upper Division)	3	■	
147-149 Total Credit Hours to Graduate with the BS, including transfer coursework, from Kent State University			

@ Course may be taken at Columbus State Community College and transferred to Kent State. However, please be aware of Kent State's residence policy, which can be found in the Kent State University Catalog. Once an associate degree is earned, additional courses taken at CSCC may not be eligible for financial aid. Please see Financial Aid for details.

*Concentration Requirement in semester seven only needed for Animation Concentration. IMM 2390/AGD 22005 fulfills a lower division concentration requirement for the Game Design Concentration.

At least one upper-division course from the writing-intensive course (WIC) list must be completed with a minimum C grade.

Requirements to graduate with the BS degree program: To graduate, students must have minimum 120 credit hours, 39 upper-division credit hours of coursework, a minimum 2.00 major GPA and minimum 2.00 cumulative GPA. They must also fulfill an approved experiential learning experience, a two-course diversity requirement (domestic and global), complete a writing intensive course with a minimum C (2.000) grade. More specific graduation requirement information can be found in the Academic Policies section of the Kent State University Catalog (www.kent.edu/catalog).

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It is recommended that students intending to pursue the Bachelor of Science (BS), Animation Game Design through Kent State University consult with academic advisors at both Columbus State Community College and Kent State University.

Contact Information:

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Kent State University

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