

COMPUTER GAMING AND SIMULATION A.A.: 606D

ART AND ANIMATION TRACK

Total Credits: 60

Catalog Edition 14-15 (DELETED SUMMER 2015)

Name: Date: ID #:

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
English Foundation (EN 102/ENGL 102 or EN 109/ENGL 103)		3	
Math Foundation (MA 110/MATH 110 or higher)			
Speech Foundation (SP 108/COMM 108 or SP 112/COMM 112)		3	
Health Foundation HLHF (Choose HLTH 100 - HLTH 230)			

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
Arts Distribution (ARTD)	GD 120/ GDES 120	4	
Humanities Distribution (HUMD) ‡			
Arts or Humanities Distribution (ARTD or HUMD) *			
Behavioral & Social Sciences Distribution (BSSD) †		3	
Behavioral & Social Sciences Distribution (BSSD) †		3	
Natural Sciences Distribution with Lab (NSLD)		4	
Natural Sciences Distribution without Lab (NSND)		3	

PROGRAM COURSES	Course	Hours	Grade
EN 101/ENGL 101 (if needed for ENGL102/103 or program elective if not)**			
	CA 125/CMAP 125/ TECH 125	4	
	CA 190/CMAP 190/ TECH 190	4	
	CA 272/CMAP 272/ TECH 272	4	
	CA 195/CMAP 290/ TECH 290	4	
	GD 140/ GDES 140	4	
	GD 240/ GDES 240	4	

Has student completed the Global Perspectives requirement? Yes No

Overall GPA of 2.0 is required to graduate

Total Credits:

Global Perspectives Course:

* ARTT 103 or other art distribution is recommended for transfer to UB.

[Computer Gaming & Simulation Website](#)

** ENGL 101 if needed for ENGL 102/ENGL 103, or program elective.

Last Modified: August 2015

† The two three-credit-hour behavioral and social sciences courses must be from different disciplines.

‡ One history or one philosophy is recommended for transfer to UB.

Advising Worksheet Contact: [Anthony Solano](#)

See an [advisor](#) to submit an [Application for Graduation](#) the semester BEFORE you intend to graduate.

This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.