

Roadmap: Computer Design, Animation and Game Design - Associate of Applied Science

[TU-AAS-CDAG] Regional Campuses Catalog Year: 2009-2010

Critical requirements are boldface in shaded areas

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Course Subject and Title	Credit Hours	Min. Grade	Important Notes
Semester One: [16-17 Credit Hours]			
IERT 12005 Applications in CAD	2		
MERT 12000 Engineering Drawing	3		
COMT 21092 Computer Practicum or EERT 22016 Productivity Software for Industry	1-2		
EERT 22003 Technical Computing	3		
ENG 11011 College Writing I	3		Enrollment based on placement tests
MATH 11010 Algebra for Calculus	3		
US 10097 Destination Kent State: FYE	1		Not required of transfer students with 25 credits
Semester Two: [15 Credit Hours]			
CADT 22000 Advanced CAD	2		
CADT 22002 CAD: Civil Applications	2		
MERT 12001 Computer-Aided Drafting	3		
EERT 21010 Engineering and Professional Ethics	3		
MATH 11012 Intuitive Calculus	3		
MATH 11022 Trigonometry	2		
Semester Three: [17 Credit Hours]			
CADT 22001 CAD: Architecture	2		
CADT 22005 Multimedia and Game Design	2		
EERT 22014 Microprocessors and Robotics	4		
BMRT 11000 Introduction to Business	3		
COMM 15000 Introduction to Human Communication	3		
IERT 22006 Economic Decision Analysis	3		
Semester Four: [14 Credit Hours]			
CADT 22003 Solid Modeling	2		
CADT 22004 Computer Animation and Gaming	3		
COMT 20011 Java Programming	3		
COMT 21010 Workgroup Productivity Software	3		
ENG 20002 Introduction to Technical Writing or ITAP 26638 Business Communications	3		

Graduation Requirements Summary

	Minimum Total Hours	Minimum					
		Major GPA	Overall GPA				
	62	2.0	2.0				