KENT STATE UNIVERSITY

Roadmap: Computer Design, Animation and Game Design – Associate of Applied Science
[RE-AAS-CDAG]
Regional College
Catalog Year: 2013-2014

This roadmap is a recommended semester-by-semester plan of study for this major. However, courses and milestones designated as critical (in boldface and shaded areas) must be completed in the semester listed to ensure a timely graduation.

Course Subject and Title	Credit Hours	Min. Grade	Major GPA	Important Notes
Semester One: [17 Credit Hours]				
CADT 22005 Multimedia and Game Design	**2**		■	
IERT 12005 Applications in CAD	**2**		■	
MERT 12000 Engineering Drawing	**3**		■	
COMT 11002 Visual Basic Programming *or* CS 10061 Introduction to Computer Programming *or* DSCI 15310 Computational Thinking and Programming *or* EERT 22003 Technical Computing *or* TECH 46330 Visual Basic Programming in Engineering Technology	3			
MATH 11010 Algebra for Calculus	3			Fulfills Kent Core Mathematics and Critical Reasoning
US 10097 Destination Kent State: First Year Experience	1			Not required of transfer students with 25 credits
Kent Core Requirement	3			See Kent Core Summary
Semester Two: [17 Credit Hours]				
CADT 22000 Advanced CAD	**2**		■	
ART 10023 3D Composition (3) *or* **CADT 22002 CAD: Civil Applications (2)**	**2-3**		■	
CADT 22095 Special Topics: Web Design *or* **EERT 22095 Special Topics: Web Design** *or* **MERT 12001 Computer-Aided Drafting** *or* **TECH 22095 Special Topics in Technology** *or* **TECH 23581 Computer Aided Engineering Graphics** *or* **TECH 33095 Special Topics: Web Design**	**3**		■	
BMRT 11000 Introduction to Business *or* BUS 10123 Exploring Business	3			
CADT 22007 3-D Modeling Project	1		■	
ENG 20002 Introduction to Technical Writing *or* ITAP 26638 Business Communications	3			
Kent Core Requirement	3			See Kent Core Summary
Semester Three: [18 Credit Hours]				
CADT 22001 CAD: Architecture	**2**		■	
ARTF 14000 Drawing I (3) *or* **EERT 22014 Microprocessors and Robotics (4)** *or* **TECH 33010 Computer Hardware (3)**	**3-4**		■	
CADT 22008 Project in Texture and Material Creation	1		■	
COMM 15000 Introduction to Human Communication	3			Fulfills Kent Core Additional for bachelor's degree
EERT 21010 Engineering and Professional Ethics *or* TECH 31010 Engineering and Professional Ethics	3			
ART 10022 2D Composition *or* IERT 22006 Economic Decision Analysis *or* TECH 33095 Special Topics: Economics for Technology	3			
Kent Core Requirement	3			

Critical requirements are in bold and shaded

Course Subject and Title	Credit Hours	Min. Grade	Major GPA	Important Notes
Semester Four: [18 Credit Hours]				
CADT 22003 Solid Modeling (2) *or* **TECH 34002 Advanced CAD II (3)**	**2-3**		■	
CADT 22004 Computer Animation and Gaming	**3**		■	
CADT 22095: Special Topics: Object Oriented Language *or* **COMT 20011 Java Programming** *or* **COMT 21095 Special Topics: Object Oriented Language**	**3**		■	
ARTF 14001 Drawing II *or* CADT 22009 Applied Engineering Software *or* COMT 21010 Workgroup Productivity Software *or* TECH 22100 Training Topics in Technology	3		■	
CADT 21092 Animation and Game Design Practicum (1-3) *or* COMT 21092 Computer Practicum (2) *or* EERT 22016 Productivity Software for Industry (1)	1-3			
MATH 11012 Intuitive Calculus	3			
Kent Core Requirement	3			

Graduation Requirements Summary

Minimum Total Hours	Minimum	
	Major GPA	Overall GPA
70	2.000	2.000

Kent Core Summary (visit www.kent.edu/catalog/kent-core for course list)

Kent Core Categories	Important Notes	Remaining Credit Hours
Composition (3 credit hours) *ENG 11002, 11011, 21011; HONR 10197, 10297*	Enrollment based on placement test	3
Mathematics and Critical Reasoning (3-5 credit hours)	Fulfilled in this major with MATH 11010	0
Humanities and Fine Arts (3 credit hours)		3
Social Sciences (3 credit hours)		3
Basic Sciences (3 credit hours)		3