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



RE-AAS-CDAG Regional College

Catalog year: 2014-2015

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

Critical Course Subject and Title Credit Upper Min. Major Type Taken Semester One ITZ CreditS	complete	completed in the semester listed to ensure a timely graduation.						
CADT 22005 Multimedia and Game Design 2						Major GPA	Туре	Term Taken
IERT 12005 Applications in Computer-Aided Design	Semeste	er One [17 Credits]						
MERT 12000 Engineering part Professional Ethics (3)	!	CADT 22005 Multimedia and Game Design	2					
EERT 21010 Engineering and Professional Ethics (3) or TECH 31010 Engineering and Professional Ethics (3) Programming elective US 10097 Destination Kent State: First Year Experience ² 1	!	IERT 12005 Applications in Computer-Aided Design	2					
or TECH 31010 Engineering and Professional Ethics (3) Programming elective US 10097 Destination Kent State: First Year Experience VS 10097 Destination Kent State: First Year Experience CADT 22000 Advanced CAD RAT 10002 3D Composition (3) Or CADT 22000 Advanced CAD Major elective SMRT 11000 Introduction to Business (3) Or BUS 10123 Exploring Business (3) Or BUS 10123 Exploring Business (3) CADT 22007 3-D Modeling Project PNG 20002 Introduction to Technical Writing (3) Or ITAP 26638 Business Communications (3) Kent Core Requirement Semester Titree [18 Orestils] CADT 22001 CAD: Architecture ARTF 14000 Drawing I (3) Or EERT 22014 Microprocessors and Robotics (3) Or TECRT 32014 Microprocessors and Robotics (3) Or TECRT 33010 Computer Hardware (3) CADT 22008 Project in Texture and Material Creation 1	!	MERT 12000 Engineering Drawing	3					
or TECH 31010 Engineering and Professional Ethics (3) Programming elective US 10097 Destination Kent State: First Year Experience VS 10097 Destination Kent State: First Year Experience CADT 22000 Advanced CAD RAT 10002 3D Composition (3) Or CADT 22000 Advanced CAD Major elective SMRT 11000 Introduction to Business (3) Or BUS 10123 Exploring Business (3) Or BUS 10123 Exploring Business (3) CADT 22007 3-D Modeling Project PNG 20002 Introduction to Technical Writing (3) Or ITAP 26638 Business Communications (3) Kent Core Requirement Semester Titree [18 Orestils] CADT 22001 CAD: Architecture ARTF 14000 Drawing I (3) Or EERT 22014 Microprocessors and Robotics (3) Or TECRT 32014 Microprocessors and Robotics (3) Or TECRT 33010 Computer Hardware (3) CADT 22008 Project in Texture and Material Creation 1		EERT 21010 Engineering and Professional Ethics (3)	_					
Programming elective		or TECH 31010 Engineering and Professional Ethics (3)	3					
Kent Core Requirement 3 Semester Two [17 Credits]		Programming elective ¹	3					
Kent Core Requirement 3 Semester Two [17 Credits]		US 10097 Destination Kent State: First Year Experience ²	1					
CADT 22000 Advanced CAD		Kent Core Requirement	3					
CADT 22000 Advanced CAD	Semeste	er Two [17 Credits]						
			2					
Major elective Majo		ART 10023 3D Composition (3)	2 2			_		-
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ART 10022 2D Composition (3) or IERT 22006 Economic Decision Analysis (3) or TECH 33095 Special Topics: Applied Science and Technology (3) MATH 11010 Algebra for Calculus Kent Core Requirement 3 Semester Four [18 Credits] CADT 22003 Solid Modeling (2) or TECH 34002 Advanced CAD II (3) ! CADT 22004 Computer Animation and Gaming CADT 22095 Special Topics in Computer Animation and Game Design Technology 4 (3) or COMT 20011 Java Programming (3) or COMT 21095 Special Topics in Computer Technology 4 (3) ARTF 14001 Drawing II (3) or CADT 22009 Applied Engineering Software (3) or COMT 21010 Workgroup Productivity Software (3) 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) MATH 11012 Intuitive Calculus ARMC **MC*		CADT 22008 Project in Texture and Material Creation	1					
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		Kent Core Requirement	3					

Graduation Requirements Summary

Minimum Total Hours	Minimum			
Millimum Total Hours	Major GPA	Overall GPA		
70	2.000	2.000		

1. Programming elective (3 credit hours)

Choose from the following				
COMT 11002 Visual Basic Programming (3)	EERT 22003 Technical Computing (3)			
CS 10061 Introduction to Computer Programming (3)	TECH 46330 Visual Basic Programming in Engineering Technology (3)			
DSCI 15310 Computational Thinking and Programming (3)				

^{2.} US 10097 is not required of transfer students with 25 credits or students age 21+ at time of admission.

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



RE-AAS-CDAG Regional College

Catalog year: 2014-2015

3. Major electives (3 credit hours)

Choose from the following:					
CADT 22095 Special Topics in Computer Animation and Game Design	MERT 12001 Computer-Aided Drafting (3)				
Technology * (3)	TECH 22095 Special Topics in Technology (3)				
EERT 22095 Special Topics in Electrical/Electronic and Related Engineering	TECH 23581 Computer-Aided Engineering Graphics (3)				
Technologies * (3)	TECH 33095 Special Topics: Applied Science and Technology * (3)				

^{*} See program advisor for appropriate topics.

University Requirements Summary

Type	Categories	Course(s) Satisfying Category	Remaining Requirements
KCM	Kent Core I. Composition Enrollment based on placement test	visit www.kent.edu/catalog/kent-core	3
KMC	Kent Core II. Mathematics and Critical Reasoning Enrollment based on placement test	MATH 11010	fulfilled
KFH	Kent Core V. Humanities or Fine Arts		3
KSS	Kent Core VI. Social Sciences	visit www.kent.edu/catalog/kent-core	3
KBS	Kent Core VII. Basic Sciences	visit www.kent.edu/catalog/kent-core	3

^{4.} See program advisor for appropriate topics.