

Roadmap: Engineering Technology – Computer Design, Animation and Game Design - Bachelor of Science

RE-BS-ENGT-CDAG Regional College

Catalog Year: 2015-2016

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 Hours	Min. Grade	Major GPA	Attribute	Notes
Semest <u>e</u>	r One [17 Credits]					
lote: Stu	idents who have earned an associate degree will have 34 credits of technical	coursew	ork artic	ulate to	the bachelor	's degree progra
nd will ı	not have to take the electives for a minor or individualized specialization.	ı	T	1	1	
	CS 10061 Introduction to Computer Programming or DSCI 15310 Computational Thinking and Programming	3		_		
	or EERT 22003 Technical Computing	3		-		
	MATH 11010 Algebra for Calculus	3			KMC	
	US 10097 Destination Kent State: First Year Experience ¹	1				
	Kent Core Requirement	3				
	Applied Courses from Associate Degree, Minor or Individualized Specialization ²	7				
emeste	r Two [15 Credits]	•				
	ENG 20002 Introduction to Technical Writing	_				
	or ITAP 26638 Business Communications	3		-		
	Kent Core Requirement	3				
	Applied Courses from Associate Degree, Minor or Individualized Specialization ²	9				
emeste	r Three [15 Credits]					
	EERT 21010 Engineering and Professional Ethics	3				
	or TECH 31010 Engineering and Professional Ethics			-		
	Kent Core Requirement	3				
	Applied Courses from Associate Degree, Minor or Individualized Specialization ²	9				
emeste	r Four [15 Credits]	1				
	Kent Core ARTH, ARCH, MUS or THEA course	3			KFA	
	Kent Core Requirement	3				
	Applied Courses from Associate Degree, Minor or Individualized Specialization ²	9				
emeste	r Five [15 Credits]					
!	CDAG 34000 Computer Animation II	3				
!	CDAG 34003 Animation Theory	3				
	EERT 22018 PC/Network Engineering and Troubleshooting	3				
	or TECH 33016 PC/Network Engineering and Troubleshooting			_		
	MATH 11022 Trigonometry	3			KMC	
	Kent Core Requirement	3				
emeste	r Six [13 Credits]					
!	CDAG 34001 Computer Animation III	3		-		
!	CDAG 34004 Technology of Light, Color, Design and Layout	2		-		
!	CDAG 43003 Virtual Reality and Game Design	2				
	ITEC 47411 Designing Visuals for Instruction	_		_		
!	or TECH 33095 Special Topics: Applied Science and Technology or TECH 34002 Advanced CAD II	3		-		
	Kent Core Requirement	3				
emeste	r Seven [15 Credits]	Ü				
I	CDAG 43000 Advanced Animation and Game Design	2				
<u>.</u> !	CDAG 43001 Technology of Media and Film Production	2				
•	CDAG 43004 Unix Scripting With Applications	_		_		
!	or ITEC 47413 Digital Video in Education	2-3		-		
	or TECH 33095 Special Topics: Applied Science and Technology					
!	TECH 31000 Cultural Dynamics of Technology	3	C ₃	-	DD/WIC	
	or TECH 33092 Cooperative Education - Professional Development ³				WIC/ELR	
	ECON 22060 Principles of Microeconomics	3			KSS	
	Kent Core Requirement	3				
	r Eight [16 Credits]					
!	CDAG 43002 Graphics Design Technology	3	_	-		
!	TAS 47900 Technical and Applied Studies Capstone	3	С		ELR	
!	TECH 36620 Project Management in Engineering and Technology	3	С	-		
	ITAP 26636 Project Management for Administrative Professionals	1				
	Kent Core Requirement	3				
	General Elective ⁴	3				



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Graduation Requirements Summary

Minimum Total Hours	Minimum Upper-Division Hours	Minimum Kent Core Hours	Minimum		
Willimum Total Hours	30000 - 40000 level course	Millimum Rent Core nours	Major GPA	Overall GPA	
120 39		36	2.000	2.000	

1. US 10097 is not required of transfer students with 25 credits (excluding College Credit Plus and dual-enrollment credit) or students age 21+ at time of admission.

2. Applied Courses from Associate Degree, Minor or Individualized Specialization (34 credit hours)

Choose from the following:					
Any ART, ARTC, ARTF or ARTH (no more than 12 credit hours combined)	IERT 22006 Economic Decision Analysis (3)				
Any CADT course	MERT 12000 Engineering Drawing (3)				
Any VCD courses (no more than 15 credit hours)	MERT 12001 Computer-Aided Drafting (3)				
COMT 11002 Visual Basic Programming (3)	TECH 22095 Special Topics in Technology (1 - 4)				
COMT 21010 Workgroup Productivity Software (3)	TECH 23581 Computer-Aided Engineering Graphics (3)				
COMT 21092 Computer Practicum (1 - 3)	TECH 33010 Computer Hardware (3)				
EERT 22014 Microprocessors and Robotics (3)	TECH 33095 Special Topics: Applied Science and Technology (1-3)				
EERT 22016 Productivity Software for Industry (1)	TECH 46330 Visual Basic Programming in Engineering Technology (3)				
IERT 12005 Applications in Computer-Aided Design (2)	Others by program director approval				

- 3. To fulfill the writing-intensive requirement, either TECH 31000 or TECH 33092 must be earned with minimum C (2.000) grade.
- 4. Credits required depend on meeting minimum 120 credit hours and minimum 39 upper-division credit hours.

University Requirements: Bachelor's degree-seeking students must meet Kent Core (general education requirements), diversity, writing-intensive and experiential learning requirements. For more information about these requirements, please read the following sections in the University Catalog: Kent Core – www.kent.edu/catalog/kent-core; Diversity Course Requirement – www.kent.edu/catalog/kent-core; Experiential Learning Requirement – www.kent.edu/catalog/wic; Experiential Learning Requirement – www.kent.edu/catalog/elr.

Attribute Legend: DD Diversity-Domestic; DG Diversity-Global; ELR Experiential Learning; KAD Kent Core Additional; KBS Kent Core Basic Sciences; KCM Kent Core Composition; KFA Kent Core Fine Arts: KHU Kent Core Humanities; KMC Kent Core Mathematics and Critical Reasoning; KSS Kent Core Social Sciences; WIC Writing Intensive