

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 |
|------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------|--------------|------------|-----------|-----------|-------|
| Semester One [16 Credits] | | | | | | |
| | CADT 12000 2D Graphics and Animation Technology | 3 | | ■ | | |
| | MERT 12000 Engineering Drawing (3) <i>or</i> TECH 13580 Engineering Graphics I (3) | 3 | | ■ | | |
| | BMRT 11000 Introduction to Business (3) <i>or</i> BUS 10123 Exploring Business (3) | 3 | | | | |
| | Major Elective ¹ | 3 | | ■ | | |
| | UC 10097 Destination Kent State: First Year Experience ² | 1 | | | | |
| | Kent Core Requirement | 3 | | | | |
| Semester Two [15 Credits] | | | | | | |
| | CADT 22003 Solid Modeling (3) <i>or</i> MERT 12001 Computer-Aided Design (3) | 3 | | ■ | | |
| | COMT 20001 C++ Programming (3) <i>or</i> COMT 20011 Java Programming (3) <i>or</i> CS 10051 Introduction to Computer Science (3) | 3 | | | | |
| | MATH 11010 Algebra for Calculus | 3 | | | KMC | |
| | Major Elective ¹ | 3 | | ■ | | |
| | Kent Core Requirement | 3 | | | | |
| Semester Three [15 Credits] | | | | | | |
| | CADT 12001 3D Modeling & Texturing | 3 | | ■ | | |
| | COMM 15000 Introduction to Human Communication | 3 | | | KAD | |
| | ENG 20002 Technical Writing (3) <i>or</i> ENG 20021 Introduction to Creative Writing (3) | 3 | | | | |
| | Major Elective ¹ | 3 | | ■ | | |
| | Kent Core Requirement | 3 | | | | |
| Semester Four [15 Credits] | | | | | | |
| | CADT 22004 Computer Animation and Gaming | 3 | | ■ | | |
| | CADT 22005 Multimedia and Game Design | 3 | | ■ | | |
| | CADT 22009 Applied Engineering Software | 3 | | ■ | | |
| | Major Elective ¹ | 3 | | ■ | | |
| | Kent Core Requirement | 3 | | | | |

Graduation Requirements Summary

| Minimum Total Hours | Minimum | |
|---------------------|-----------|-------------|
| | Major GPA | Overall GPA |
| 61 | 2.000 | 2.000 |

1. Major Electives (12 credit hours)

| Choose from the following | |
|------------------------------------------------------|----------------------------------------------------------------------------------|
| ARTF 14000 Drawing I (3) | CADT 22003 Solid Modeling (3) <i>or</i> MERT 12001 Computer-Aided Design (3) |
| ARTF 14001 Drawing II (3) | CADT 22095 Special Topics in Computer Animation and Game Design Technology (1-3) |
| CADT 21092 Animation and Game Design Practicum (1-3) | COMT 36302 Advanced C Sharp Programming (3) |
| CADT 22000 Advanced CAD (3) | EERT 22018 PC/Network Engineering and Troubleshooting (3) |
| CADT 22001 CAD: Architecture (3) | TECH 34002 Advanced CAD II (3) |

2. UC 10097 is not required of transfer students with 25 credits (excluding College Credit Plus) or students age 21+ at time of admission.

University Requirements: Applied and technical associate degree-seeking students must fulfill selected Kent Core (general education requirements). For more information about this requirement, please read the following section in the University Catalog: Kent Core – www.kent.edu/catalog/kent-core.

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