

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	Upper Div.	Min. Grade	Major GPA	Type	Term Taken
Semester One [17 Credits]							
!	CADT 22005 Multimedia and Game Design	2			■		
!	IERT 12005 Applications in Computer-Aided Design	2			■		
!	MERT 12000 Engineering Drawing	3			■		
	EERT 21010 Engineering and Professional Ethics (3) or TECH 31010 Engineering and Professional Ethics (3)	3					
	Programming elective ¹	3					
	US 10097 Destination Kent State: First Year Experience ²	1					
	Kent Core Requirement	3					
Semester Two [17 Credits]							
!	CADT 22000 Advanced CAD	2			■		
!	ART 10023 3D Composition (3) or CADT 22002 CAD: Civil Applications (2)	2 - 3			■		
!	Major elective³	3			■		
	BMRT 11000 Introduction to Business (3) or BUS 10123 Exploring Business (3)	3					
	CADT 22007 3-D Modeling Project	1			■		
	ENG 20002 Introduction to Technical Writing (3) or ITAP 26638 Business Communications (3)	3					
	Kent Core Requirement	3					
Semester Three [18 Credits]							
!	CADT 22001 CAD: Architecture	2			■		
!	ARTF 14000 Drawing I (3) or EERT 22014 Microprocessors and Robotics (3) or TECH 33010 Computer Hardware (3)	3			■		
	CADT 22008 Project in Texture and Material Creation	1			■		
	COMM 15000 Introduction to Human Communication	3				KAD	
	ART 10022 2D Composition (3) or IERT 22006 Economic Decision Analysis (3) or TECH 33095 Special Topics: Applied Science and Technology (3)	3					
	MATH 11010 Algebra for Calculus	3				KMC	
	Kent Core Requirement	3					
Semester Four [18 Credits]							
!	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 in Computer Animation and Game Design Technology⁴ (3) or COMT 20011 Java Programming (3) or COMT 21095 Special Topics in Computer Technology⁴ (3)	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)	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				KMC	
	Kent Core Requirement	3					

Graduation Requirements Summary

Minimum Total Hours	Minimum	
	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.



3. Major electives (3 credit hours)

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

* See program advisor for appropriate topics.

4. 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