



ART DIGITAL MEDIA: GAME DESIGN ASSOCIATE IN ARTS DEGREE SAMPLE SEQUENCE MAP

You need to see a Counselor for specific recommendations about courses that will best meet your educational goals. Degree programs require the completion of a General Education pattern. Consult a counselor for help determining which pattern is appropriate for your goals. Not all courses on the map are offered every term. Consult the Catalog and the Schedule of Classes for more details.

0 – 15 UNITS		Pre- or co-reqs	Credit	GE
Semester 1	Area IA: English Composition: ENGL-122 (122, 122A, 122AL, or 122L First-Year College Composition and Reading	Placement/Catalog	3	IA
	Area IV: Social and Behavioral Sciences:		3	IV
	ARTDM-105 Introduction to Digital Imaging		3	
	ARTDM-160 3D Modeling and Animation I		3	
	Degree applicable elective	See counselor	3	
		Total	15	

16 – 30 UNITS		Pre- or co-reqs	Credit	GE
Semester 2	Area IB: Communications and Analytical Thinking		3	IB
	Area IC: Mathematics Comprehension: Recommend MATH 124, 142, 94 or 240	See counselor	3-5	IC
	ARTDM-161 3D Modeling and Animation II	ARTDM-160	3	
	Degree applicable elective	See counselor	3-4	
		Total	15	

31 – 45 UNITS		Pre- or co-reqs	Credit	GE
Semester 3	Area III : Arts and Humanities:		3	III
	ARTDM-180 Game Design I		3	
	ARTDM-167 Digital Animation		3	
	Degree applicable elective	See counselor	3	
	Degree applicable elective	See counselor	3	
		Total	15	

46 – 60 UNITS		Pre- or co-reqs	Credit	GE
Semester 4	Area II: Natural Sciences:	See counselor	3	II
	ARTDM-181 Game Design II	ARTDM-180	3	
	Major applicable elective: Select at least 3 units from: ARTDM-115, COMSC-110, or DRAMA-122	See counselor	3-4	
	Degree applicable elective	See counselor	3	
	Degree applicable elective	See counselor	3	
		Total	15	

Program total: 60