



Hostos Community
College

ADDENDUM



ACADEMIC BULLETIN 2018-2020 ADDENDUM

The following items are addenda to the official College Catalog. Addenda will be included in the next official publication of the Hostos College Catalog.

February 2019

May 2019

June 2019

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[ADD] - July 2019

Veterans Benefits and Transition Act of 2018

NOTE: A “Covered Individual” is any individual who is entitled to educational assistance under chapter 31, Vocational Rehabilitation and Employment, or chapter 33, Post-9/11 GI Bill® benefits.

In accordance with Title 38 US Code 3679(e), Hostos Community College permits any covered individual to attend or participate in the course of education during the period beginning on the date on which the individual provides to the educational institution a certificate of eligibility for entitlement to educational assistance under chapter 31 or 33 (a “certificate of eligibility” can also include a “Statement of Benefits” obtained from the Department of Veterans Affairs’ (VA) website – eBenefits, or a VAF 28-1905 form for chapter 31 authorization purposes) and ending on the earlier of the following dates:

- The date on which payment from VA is made to the institution.
- 90 days after the date the institution certified tuition and fees following the receipt of the certificate of eligibility.

Hostos Community College will not impose any penalty, including the assessment of late fees, the denial of access to classes, libraries, or other institutional facilities, or the requirement that a covered individual borrow additional funds, on any covered individual because of the individual’s inability to meet his or her financial obligations to the institution due to the delayed disbursement funding from VA under chapter 31 or 33.

February 2019 - NEW COURSES

Humanities Department

[ADD] New Course

BLS 201 Black Rebellion and Resistance in the Americas

3 credits 3 hours

Pre-requisites: BLS 101 or BLS 111 or BLS 112 or BLS 114

Pre/Co-requisite: ENG 110

This course offers an Afrocentric and revisionist analysis of the role of Blacks in the fight against European conquest in the Americas, which consisted of armed resistance, sabotage, subversion, and the creation of maroon* communities from the early 1500s to the 19th century. After completing this class, students will have an understanding of how Africans and their descendants achieved their autonomy and fostered social, cultural, political and economic practices that neutralized the destructive impact of life under Makumbo (Enslavement). In addition, students will obtain a greater understanding and appreciation of Black women resistance throughout the Americas. *A maroon is a formerly enslaved person who resides beyond official colonial authority after fleeing from their enslaver.

May 2019 - NEW COURSES

Humanities Department

[ADD] New Course

DD 215 Portfolio

3 credits 3 hours

Pre-requisite: DD 204

This course will explore the process of branding and portfolio development for design professionals. Students will create and publish branded materials such as logos and business cards for use in the presentation of their own design work to industry professionals. In addition, students will iterate on past work to be included in a portfolio suitable for seeking professional opportunities

June 2019 - NEW COURSES

Behavioral & Social Sciences Department

[ADD] New Course

PSY 170 Cultural Psychology

3 credits 3 hours

Pre/Co-requisite: PSY 101; ENG 93, ESL 91, ENG 100 or higher

This course examines a selection of the theoretical, empirical, and applied issues in cultural psychology. We discuss some aspects of human behavior that are universal and some that are culture-specific that include identity, parenting, intercultural interactions, culture-bound syndromes and taboos. We consider how and why behavior differs across cultures and what this implies for psychological theory and application.

Humanities Department

[ADD] New Course

LAC/WGS 260 Women's Literature

3 credits 3 hours

Pre/Co-requisite: ENG 93 or above/ ESL 91 or higher

LAC 260 examines the literature of US Latina authors since the 19th century, with a particular focus on texts published in the late 20th and early 21st centuries. Students explore the diverse depictions of Latina identity and how Latina women authors have staged oppositional and differential figurations of gender, cultural, racial, and sexual identifications through writing. Primary readings are placed in conversation with each other and with critical writings on gender, feminism, race, sex, and ethnicity. Alongside conventional literary texts, students will consider poetry, memoir, short story, novel, other genres and forms of cultural production, including children's fiction, performance text, graphic novel, film, photography, and performance art. Through their own creative and critical writing and class discussion, students analyze the relationship between this literature and multiple cultural movements and spaces in the light of contemporary theories of race, ethnicity, and gender developed by Latina feminists and other feminists of color.

[ADD] New Course

GD 110 Visual Design for Games

3 credits 3 hours

Pre-requisite: DD 101

This course serves as an introduction to visual design concepts and artistic tools utilized by designers in the game industry. Students will employ visual design strategies and methods within the context of games with an emphasis on aesthetics and usability. Design topics include characters, textures, environments and user interfaces.

February 2019 - CHANGES MADE TO EXISTING COURSES

English Department (February 2019)

Pathways Approved Courses:

ENG 100 Integrated Reading and Composition – English Composition

Allied Health Department (Effective Fall 2019)

NUR 227 Nursing Care of the Childrearing family I

[DELETE] Pre-requisite: NUR 216

[DELETE] Co-requisite: NUR 220, NUR 228

[ADD] Pre-requisite: NUR 216, NUR 220

[ADD] Co-requisite: NUR 228

NUR 228 Nursing Care of the Childrearing family II

[DELETE] Pre-requisite: NUR 216

[DELETE] Co-requisite: NUR 220, NUR 227

[ADD] Pre-requisite: NUR 216, NUR 220

[ADD] Co-requisite: NUR 227

NUR 316 Nursing Care of the Client with Mental Illness

[DELETE] Pre-requisite: NUR 220, NUR 227, NUR 228

[DELETE] Co-requisite: NUR 317

[ADD] Pre-requisite: NUR 317

[ADD] Co-requisite: NUR 326

NUR 317 Nursing Care of the Adult I

[DELETE] Pre-requisite: NUR 220, NUR 227, NUR 228

[DELETE] Co-requisite: NUR 316

[ADD] Pre-requisite: NUR 216

[ADD] Co-requisite: NUR 220

NUR 326 Nursing Care of the Adult II

[DELETE] Pre-requisite: NUR 316, NUR 317

[DELETE] Co-requisite: NUR 320

[ADD] Pre-requisite: NUR 317

[ADD] Co-requisite: NUR 316

Humanities Department (Effective Fall 2019)

GD 102 Beyond Games

[DELETE] Pre-requisite: ENG 110

[ADD] Pre-requisite: GD 101

GD 105 Game Programming I

[DELETE] Pre-requisite: GD 101, MAT 100 or equivalent

[ADD] Pre-requisite: MAT 100 or higher, except MAT 105

GD 201 Digital Games

[DELETE] Pre-requisite: DD 101

[DELETE] Pre/Co-requisite: GD 105

[ADD] Pre-requisite: DD 101, GD 101

[ADD] Pre/Co-requisite: GD 105

Language & Cognition Department (Effective Fall 2019)

ESL 86 Intensive ESL Writing & Language Workshop III

[DELETE] Intensive ESL Writing & Language Workshop III

[ADD] Basic Academic Writing in ESL

[DELETE] 3 Credits 9 Hours

[ADD] 3 Credits 6 hours

Natural Sciences Department (Effective Fall 2019)

BIO 230 Anatomy & Physiology I

[DELETE] Pre/Co-requisite: MAT 15, MAT 20, or passing the COMPASS /CMAT exam AND ESL 91, ENG 91 or equivalent, or ENG 101, ENG 102 or higher.

[ADD] Pre/Co-requisite: MAT 15, MAT 20, MA 20 or equivalent, AND ESL 91/93, ENG 91/93 or higher

Humanities Department (Effective Fall 2019)

[REVISED] Course Descriptions Revised

GD 102 Beyond Games

This course explores how games are used beyond entertainment by artists, storytellers, educators, and others. The class will be divided into four sections focusing on: games as art, games as story, games as social interaction, and games as tools for learning and social change. Students will read a variety of articles as well as play games relating to these topics. Students will develop educational games and learn about game analysis and criticism.

May 2019 - CHANGES MADE TO EXISTING COURSES

Natural Sciences Department

Pathways Approved Courses:

BIO 140 Human Biology I - Life & Physical Sciences

BIO 150 Human Biology II - Scientific World

June 2019 - CHANGES MADE TO EXISTING COURSES

Humanities Department (Effective Spring 2020)

DD 107 Concepts in Animation

[DELETE] Pre-requisite: DD 101

[ADD] Pre-requisite: None

DD 108 Visual Narrative

[DELETE] Pre-requisite: None

[ADD] Pre-requisite: VPA 121

DD 111 Intro to Sound Design

[DELETE] Pre-requisite: DD 101

[ADD] Pre-requisite: None

DD 201 Communication Design

[DELETE] 3 Credits 3 Hours

[ADD] 4 Credits 4 Hours

DD 207 3D Computer Animation I

[DELETE] Pre-requisite: DD 107

[ADD] Pre-requisite: DD 107 or GD 110

DD 305 2D Computer Animation

[DELETE] Course Number DD 305

[DELETE] 3 Credits 3 Hours

[ADD] Course Number DD 250

[ADD] 4 Credits 4 Hours

DM 201 Synthesizers, Sampling, and MIDI Production

[DELETE] Pre-requisite: MUS 101, DM 106

[DELETE] Co-requisite: DM 202

[ADD] Pre-requisite: MUS 101, DM 106

DM 202 Sound Lab 1

[DELETE] Co-requisite: DM 106, DM 201

[ADD] Co-requisite: DM 201

DM 205 Sound Design

[DELETE] Co-requisite: DM 201

[DELETE] Pre-requisite: MUS 101, DM 106

[ADD] Pre-requisite: MUS 101, DM 106, DM 201

DM 206 Production 1

[DELETE] Course Title: Production 1

[DELETE] 3 Credits 3 Hours

[DELETE] Pre-requisite: MUS 101

[DELETE] Co-requisite: DM 106, DM 201

[ADD] Course Title: Production

[ADD] 4 Credits 4 Hours

[ADD] Pre-requisite: MUS 101, DM 106, DM 201

GD 201 Digital Games

[DELETE] Pre-requisite: GD 101, DD 101

[DELETE] Co-requisite: GD 105

[ADD] Pre-requisite: GD 101

[ADD] Pre/Co-requisite: GD 105, GD 110

GD 210 Game Studio

[DELETE] 3 Credits 3 Hours

[ADD] 4 Credits 4 Hours

Natural Sciences Department (Effective Spring 2020)

ENV 100 Environmental Issues

[DELETE] Pre/Co-requisite: MAT 10. If taught in English, ENG 91 or ESL 91. If taught in Spanish, SPA 121.

[ADD] Pre/Co-requisite: MAT 10. ENG 93 or Higher/or ESL 91. If taught in Spanish, SPA 121 or Higher.

Humanities Department (Effective Spring 2020)

[REVISED] Course Descriptions Revised

DD 111 Intro to Sound Design

This course introduces students to basic sound recording, sound and music editing for multimedia. In this course, students will explore recording dialogue, narration, sound effects and foley for an assortment of projects. Assignments will involve learning how to use microphones, edit and mix sound and music in audio editing software, work collaboratively and have a more comprehensive understanding of sound and music design for commercial and independent multimedia.

DD 201 Communication Design

This course provides students with a culminating experience via integrating knowledge and design skills obtained from all courses into a series of intensive communication design projects. Students will explore primary issues relating to communication design, its practice and application. Projects involving research and analysis, as well as practical application will allow students to put into practice what they have learned thus far. Students will follow appropriate design procedures to produce a prototype of a substantial and professional level project to be featured in their portfolio. Simultaneously, students will learn and practice project management, collaboration and presentation skills that are essential in their future as communication designers.

DD 250 2D Computer Animation

This course is designed to synthesize all aspects of animation production learned over the course of this two-year animation program. Students will spend the semester working on a carefully scaffolded capstone style assignment which places emphasis on tying together writing, designing, animating and compositing skills. At the end of the course, students will walk away with a fully realized, short animated film that can be used as the center piece of their portfolio.

DM 201 Synthesizers, Sampling, and MIDI Production

This course introduces students to important skills in sound synthesis, sampling techniques, and MIDI production. Students will gain a better understanding of the history of these important elements as well as the history of electronic music. Students will learn how to work with the electronic keyboard as a tool in audio production, music composition, arranging, and sound design and gain a better awareness of how synthesis, sampling, and MIDI continue to play an important role in sound production. By means of “hands-on” exercises and projects working in actual production environments, students will gain competence with one of the most important tools in a music professional’s arsenal.

DM 202 Sound Lab 1

This course will allow students to hone their audio engineering and production skills while using their critical listening abilities to focus on sound creation rather than strict sound reproduction. From sonic reassembly of tones using synthesis to the reproduction of existing arrangements by means of waveform analysis and replacement using sampled sounds the course allows students to think creatively while mastering technical applications to develop fully developed electronic compositions. Students will do several minor audio exercises and then develop two major compositional projects of their own design.

DM 205 Sound Design

This course takes students of the recording arts farther into the process of sound production by introducing them to a greater number of recording techniques and experiences. In addition, there is a focus on how these more advanced techniques may be applied to various forms of new media. A series of projects focusing on sound composition will help students to hone their concepts of sound production while further exploring varied approaches to the recording process and in so doing gain insight into the world of sound design.

DM 206 Production

This course is designed to synthesize all aspects of digital music production learned over the course of this two-year program. Students will spend the semester working on a carefully scaffolded capstone-style assignment which places emphasis on tying together recording, sound design, digital synthesis, mixing, and mastering professional-quality audio. At the end of the course, students will obtain a fully-realized and cohesive body of work that can be used as the centerpiece of their portfolio.

GD 210 Game Studio

This course focuses first on contextualizing how small-and large-scale game development takes place in the games industry. Students study the different career paths within a company, the development cycle, game marketing and peripheral game markets. Then students develop a capstone project, creating a game from initial concept to final production. Over the course of the semester students are provided with the opportunity to develop this long-form project using iterative design methodologies.

February 2019 - ACADEMIC PLAN REVISION

Licensed Practical Nursing

EFFECTIVE FALL 2019

MAJOR REVISED

Licensed Practical Nursing (Certificate)

[TO]

Program of Study Leading to a Certificate in Licensed Practical Nursing

Semester I, Fall Term	Credits
ENG 110 Expository Writing	3
BIO 230 Anatomy & Physiology I.....	4
PSY 101 General Psychology	3
MAT 120 Introduction to Probability and Statistics	3
Total Semester Credits	13

Semester II, Spring Term Credits

BIO 240 Anatomy & Physiology II	4
SOC 101 Introduction to Sociology	3
PSY 110 Lifespan Development of Behavior	3
Total Semester Credits	10

CLINICAL COURSE SEQUENCE

Semester III, FALL Term	Credits
NUR 110 Clinical Nursing I.....	6
NUR111 Pharmacology I	2
NUR 112 Maternal / Child	2
Total Semester Credits	10

Semester IV, SPRING Term	Credits
NUR 120 Clinical Nursing II	8.5
BIO 310 Microbiology	4
Total Semester Credits	12.5
Total General Education Credits	27.0
Total Nursing Credits	18.5
Total Credits for Certificate	45.5

May 2019 - ACADEMIC PLAN REVISION

Digital Design & Animation EFFECTIVE FALL 2019

MAJOR REVISED

Digital Design & Animation

[TO]

REQUIRED COMMON CORE CREDITS

English Composition..... 6

ENG 110, ENG 111

Mathematical & Quantitative Reasoning

MAT 100..... College Mathematics **OR** Higher (except MAT 105) 3

Life & Physical Sciences..... 4

BIO 110, BIO 140, BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110, PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.

FLEXIBLE COMMON CORE

Individual & Society 3

PSY 101 General Psychology

OR

SOC 101 Introduction to Sociology

CHOOSE FROM ANY FLEXIBLE COMMON CORE AREA

Liberal Arts Electives 5

MAJOR REQUIREMENTS CREDITS

DD 101 Intro to the Digital Toolbox 3

DD 102..... Media Design in the Digital Age 3

DD 104..... Color Theory & Design 3

DD 105..... 2D Design 3

VPA 121..... Painting & Drawing I 3

LANGUAGE REQUIREMENT (Choose one of the following) 3

Foreign Language.....

DD 112..... Web Design I

DD 302..... Web Design II

GD 105..... Game Programming I

GD 205..... Game Programming II

CHOOSE ONE MAJOR SEQUENCE

Digital Design Sequence

DD 112..... Web Design I 3

DD 114..... Digital Illustration I 3

DD 201..... Communication Design 3

DD 204..... Typography I 3

DD 215..... Portfolio..... 3

Electives Courses: Choose two courses from the following.....	6
BUS 101	Intro to Business for the Digital Entrepreneur
DD 107	Concepts in Animation
DD 113.....	Motion Graphics & Animation Production
DD 202.....	Video Production
DD 205	3D Design
DD 207	3D Computer Animation I
DD 298.....	Digital Independent Study I
DD 299.....	Digital Independent Study II
DD 301.....	Digital Illustration II
DD 302.....	Web Design II
DD 305.....	2D Computer Animation
DD 307.....	3D Computer Animation II
DM 106.....	Introduction to Recording Technology
DM 205	Sound Design
GD 101	Introduction to Games
GD 105.....	Game Programming I
VPA 133.....	Digital Photography I
VPA 134.....	Digital Photography II

Animation Sequence

DD 107.....	Concepts in Animation	3
DD 113.....	Motion Graphics & Animation Production.....	3
DD 114.....	Digital Illustration I.....	3
DD 205	3D Design.....	3
DD 207.....	3D Computer Animation I	3

Electives Courses: Choose two courses from the following.....

Electives Courses: Choose two courses from the following.....	6
BUS 101	Intro to Business for the Digital Entrepreneur
DD 106.....	Intro to Usable Design
DD 112.....	Web Design I
DD 201.....	Communication Design
DD 202.....	Video Production
DD 204.....	Typography I
DD 298.....	Digital Independent Study I
DD 299.....	Digital Independent Study II
DD 301.....	Digital Illustration II
DD 302.....	Web Design II
DD 305.....	2D Computer Animation
DD 307.....	3D Computer Animation II
DM 106.....	Introduction to Recording Technology
DM 205	Sound Design
GD 101	Introduction to Games
GD 105.....	Game Programming I
VPA 133.....	Digital Photography I
VPA 134.....	Digital Photography II
Total Credits for Degree	60

June 2019 - ACADEMIC PLAN REVISION

Digital Design & Animation EFFECTIVE Spring 2020

MAJOR REVISED

Digital Design & Animation

[TO]

REQUIRED COMMON CORE CREDITS

English Composition..... 6

ENG 110, ENG 111

Mathematical & Quantitative Reasoning

MAT 100..... College Mathematics OR Higher (except MAT 105) 3

Life & Physical Sciences..... 4

BIO 110, BIO 140, BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110, PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.

FLEXIBLE COMMON CORE

Individual & Society..... 3

PSY 101 General Psychology

OR

SOC 101 Introduction to Sociology

Foreign Language 4

MAJOR REQUIREMENTS CREDITS

DD 101 Intro to the Digital Toolbox 3

DD 102..... Media Design in the Digital Age 3

DD 105..... 2D Design 3

VPA 121..... Painting & Drawing I 3

CHOOSE ONE MAJOR SEQUENCE

Digital Design Sequence

DD 104..... Color Theory & Design 3

DD 112..... Web Design I 3

DD 114..... Digital Illustration I 3

DD 201..... Communication Design 3

DD 204..... Typography I 3

DD 215..... Portfolio..... 3

Electives Courses: Choose two courses from the following. 6

BUS 101 Intro to Business for the Digital Entrepreneur

DD 106..... Intro to Usable Design

DD 107..... Concepts in Animation

DD 108..... Visual Narrative

DD 111..... Intro to Sound Design

DD 113..... Motion Graphics & Animation Production

DD 202..... Video Production

DD 205	3D Design	
DD 207.....	3D Computer Animation I	
DD 298.....	Digital Independent Study I	
DD 299.....	Digital Independent Study II	
DD 301.....	Digital Illustration II	
DD 302.....	Web Design II	
DD 305.....	2D Computer Animation	
DD 307.....	3D Computer Animation II	
GD 101.....	Introduction to Games	
GD 105.....	Game Programming I	
GD 110.....	visual Design for games	
VPA 133.....	Digital Photography I	
VPA 134.....	Digital Photography II	

Animation Sequence

DD 107.....	Concepts in Animation	3
DD 108.....	Visual Narrative.....	3
DD 111.....	Intro to Sound Design	3
DD 113.....	Motion Graphics & Animation Production.....	3
DD 205	3D Design.....	3
DD 250.....	2D Computer Animation.....	3

Electives Courses: Choose two courses from the following 6

BUS 101	Intro to Business for the Digital Entrepreneur	
DD 104.....	Color Theory & Design	
DD 106.....	Intro to Usable Design	
DD 112.....	Web Design I	
DD 114.....	Digital Illustration I	
DD 201.....	Communication Design	
DD 202.....	Video Production	
DD 204.....	Typography I	
DD 205	3D Design	
DD 207.....	3D Computer Animation I	
DD 298.....	Digital Independent Study I	
DD 299.....	Digital Independent Study II	
DD 307.....	3D Computer Animation II	
GD 101.....	Introduction to Games	
GD 102	Beyond Games	
GD 105.....	Game Programming I	
GD 110.....	Visual Design for Games	
VPA 122.....	painting & Drawing	
VPA 133.....	Digital Photography I	
Free Electives (Writing Intensive strongly recommended for on-time Graduation).....		3
Total Credits for Degree		60

June 2019 - ACADEMIC PLAN REVISION

Digital Music

EFFECTIVE Spring 2020

MAJOR REVISED

Digital Music

[TO]

REQUIRED COMMON CORE

CREDITS

English Composition.....6

ENG 110, ENG 111

Mathematical & Quantitative Reasoning

MAT 100 College Mathematics OR Higher (except MAT 105)3

Life & Physical Sciences4

FLEXIBLE COMMON CORE3

Individual & Society

PSY 101 General Psychology

OR

SOC 101 Introduction to Sociology

Foreign Language4

MAJOR REQUIREMENTS

MUS 101 Fundamentals of Music at the Keyboard3

MUS 102 Music Theory & Ear Training I3

MUS 118 History of Western Musical Styles3

Music Electives: Choose any two of the following.....6

BLS 161 Hip Hop World View

OR

LAC 262 History of Latin American and Caribbean Music

OR

MUS 114 History of the Film Score

OR

MUS 116 World Music

Digital Music Sequence

DM 103 History of Electronic Music3

DM 106..... Introduction to Recording Techniques3

DM 201 Synthesizers, Sampling & MIDI Production3

DM 202 Sound Lab 13

DM 205 Sound Design3

DM 206 Production I4

Major Area Electives: Choose three of the following	9
BUS 101	Intro to Business for the Digital Entrepreneur
DD 101	Intro to the Digital Toolbox
DD 102	Media Design in Digital Age
DD 107	Concepts in Animation
DD 202	Video Production
DM 298.....	Independent Study I
DM 299.....	Independent Study II
DM 310	Sound as Story
DM 315	Sound Design in Context
DM 316.....	Production II
MUS 207	Music Theory & Ear Training II
VPA 141	Music Appreciation
Total Credits for Degree	60

June 2019 - ACADEMIC PLAN REVISION

Game Design

EFFECTIVE Spring 2020

MAJOR REVISED

Game Design (Major)

[TO]

REQUIRED COMMON CORE CREDITS

English Composition.....6

ENG 110, ENG 111

Mathematical & Quantitative Reasoning

MAT 100College Mathematics or Higher (except MAT 105).....3

Life & Physical Sciences4

BIO 110, BIO 140, BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110, PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.

FLEXIBLE COMMON CORE

Individual & Society 3

PSY 101General Psychology

OR

SOC 101Introduction to Sociology

Foreign Language 4

MAJOR REQUIREMENTS

DD 101Intro to the Digital Toolbox 3

DD 102Media Design in the Digital Age 3

DD 113Motion Graphics **OR**

DD 2073D Computer Animation I..... 3

GD 101Introduction to Games 3

GD 102Beyond Games..... 3

GD 105Game Programming I..... 3

GD 110Visual Design for Games 3

GD 201Digital Games 3

GD 210Game Studio 3

Code Requirement (Choose one of the following)..... 3

CSC 215.....Modern Programming

DD 112Web Design I

DD 302Web Design II

GD 205Game Programming II

Major Electives: Choose two courses from the following	6
BUS 101	Intro to Business for the Digital Entrepreneur
DD 107	Concepts in Animation
DD 108	Visual Narrative
DD 111	Intro to Sound Design
DD 112	Web Design I
DD 202	Video Production
DD 302	Web Design II
DD 307	3D Computer Animation II
GD 205	Game Programming II
GD 298	Independent Study I
GD 299	Independent Study II
CSC 215.....	Modern Programming
VPA 121	Painting & Drawing I
Free Electives (Writing Intensive strongly recommended for on-time Graduation).....	3
Total Credits for Degree	60