

## ADVISING GUIDE

### Game Design to Game Design & Development Articulation Pathway Brookdale Community College and Wilmington University

Brookdale Community College			CR	Wilmington University Course Equivalents			CR
ARTS	111	Drawing I	3	ART	302	Drawing	3
COMP	126	Computer Logic and Design	3	SEC	100	Introduction to Computer Hardware and Operation	3
COMP	171	Programming I	3	CSC	325	Java Programming I	3
COMP	271	Programming II	3	CSC	335	Java Programming II	3
DIGM	116	Production & Storyboarding: Photoshop	3	VFP	222	Story Design Methods	3
DIGM	121	Maya I: 3D Modeling	3	ANI	321	Intro to 3D	3
DIGM	122	Maya II: Fundamentals	3	ANI	322	Modeling Techniques	3
DIGM	235	Previsualization & Career Develop	1	GMD	2XX	Game Design Elective	1
DIGM	298	Design & Production Capstone	3	GMD	2XX	Game Design Elective	3
ENG	121	English Composition: The Writing Process	3	ENG	121	English Composition I	3
ENG	122	English Composition: Writing & Research	3	ENG	122	English Composition II	3
GAME	105	Introduction to Unity	3	GMD	100	Intro to Game Engines	3
GAME	115	Game Concept Design	3	DSN	220	Concept Development	3
GAME	205	Game Character Design	3	ANI	324	Character Modeling	3
GAME	206	Game Level Design	3	GMD	310	Environment Creation for Games	3
MUTC	101	Pro Tools I	3	GMD	202	Soundtracks for Film, Video & Games	3
		Humanities or Social Sciences	3			Humanities or Social Sciences	3
MATH	137	Finite Math or	3	MAT	320	Finite Math or	3
MATH	145	Algebraic Modeling		MAT	205	Introductory Survey of Mathematics	
		General Education	3	ELE	XXX	Elective	3
		General Education	3	ELE	XXX	Elective	3
		Elective	3	ELE	XXX	Elective	3
Total			61	Total			61

#### Remaining Coursework:

Students are required to have a minimum of 120 credits to earn a bachelor's degree. Additional electives may be required to reach this credit amount.

#### General education courses

Game Design & Development students will still need to complete the following general education requirements:

1. ANI 201, Fundamentals of Motion Graphics
2. DSN 210, Basic Photoshop
3. GMD 105, Video and Audio for Game Design
4. MAT 205, Introductory Survey of Mathematics
5. MAT 320, Finite Math
6. – 8. Electives (6 credits) – see note 1

#### Program courses

9. ANI 310, Advanced Motion Graphics

## ADVISING GUIDE

10. ANI 321, Introduction to 3D
11. ANI 322, 3D Modeling Techniques
12. ANI 323, 3D Texture, Rendering & Light Technology
13. ANI 325, Character Rigging
14. DSN 410, Advanced Photoshop
15. GMD 300, Advanced Game Engines
16. GMD 401, Game Development I **or** Co-Op Experience – see note 2
17. GMD 405, Game Development II **or** Co-Op Experience – see note 2
18. GMD 487, Senior Project
19. LIT 313, Visual Approaches to Literature
20. VFP 313, Aesthetics of Film

### Important Notes

1. WilmU has a credit residency policy of 30 credits. Therefore, additional credits beyond the associate degree requirements can be completed at BCC. However, Certificate and Accelerated options are available at Wilmington University for students with elective space. The following courses could be completed at Brookdale to satisfy WilmU course requirements:
  - a. **CINE 105, Film Appreciation: Motion Picture/Art for VFP 313, Aesthetics of Film**
  - b.
2. Interested students may pursue a Co-Op course substitution in lieu of traditional classroom setting. Students need to have a minimum 2.5 GPA, and a minimum of 60 credits.

For more information, please contact:

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