

BFA in Game Art / AAS in Game Design

Direct Transfer Agreement Between University of the Arts And Brookdale Community College

I. Purpose of Agreement

University of the Arts (UArts) and Brookdale Community College (Brookdale) agree to a Direct Transfer Agreement ("Agreement"), in which Brookdale students with an AAS in Game Design will be awarded first-semester junior status within the BFA in Game Art at UArts, subject to completion of the requirements laid out below and of the application process required of transfer students.

This Agreement is effective on the 22nd day of Nov 2023 ("Effective Date"), by and between UArts and Brookdale. This Agreement shall apply to Brookdale students who matriculate to UArts starting for the 2023-2024 academic year.

II. Admission to UArts

Under this Agreement, Brookdale students will be offered admission into UArts at the first-semester junior level, on the condition that they:

- Graduate with the AAS in Game Design degree;
- Earn a minimum cumulative grade point average of 2.0 from Brookdale;
- Earn a C or above for all transferable courses;
- Complete the UArts admissions application, including by completing an audition/interview/portfolio and providing official transcripts from all colleges attended. The UArts application fee will be waived; and
- Enroll at UArts within one year of graduation from Brookdale, having attended no additional colleges between their graduation from Brookdale and their enrollment at UArts.

Students who complete these requirements but whose portfolio does not satisfy the application review may be admitted to UArts with sophomore status.

Students who have previously matriculated to UArts are not eligible for this agreement but are encouraged to apply as readmission applicants.

There is no obligation on the part of the Brookdale student to enroll at UArts after they are offered admission.

Brookdale AAS in Game Design students who wish to transfer to the BFA in Game Art at UArts under the terms of this Agreement must apply by the transfer application deadlines laid out by UArts. At the time of the Effective Date, these deadlines can be found at <https://www.uarts.edu/admissions/transfer>.

III. Transfer Guidelines

The following criteria must be met in order for the Brookdale student's Brookdale credits to be evaluated for transfer:

- A minimum grade of C must have been achieved for the transferable courses;
- The courses must be undergraduate level;
- Undergraduate programs require a minimum of 48 credits be completed in residence at UArts; and
- Courses taken in residence at UArts may not have been repeated at another institution, including at Brookdale.

Students who have pursued a Brookdale program other than that designated in this Agreement, or who have not earned an associate's degree according to the designated curriculum, and who wish to transfer to UArts, are not covered by this Agreement. Such students will be considered for admission and transfer level on an individual basis.

IV. Recruitment Opportunities

Brookdale students interested in participating in this Agreement should be advised of the UArts curriculum so that their elective choices can better align with the requirements of BFA in Game Art at UArts.

Each institution will put forth best efforts to publicize this Agreement and to share with prospective and enrolled students the opportunities afforded by this Agreement. This may include the arrangement and participation of both institutions in events such as Transfer Nights and visits to both the UArts campus and the Brookdale campus.

V. Term, Modification, and Termination of Agreement

This Agreement shall commence on the Effective Date and shall continue for a period of three (3) years. After the 3 year period, both parties will meet to discuss the terms of a new agreement to determine if a new agreement will be signed for an additional 3 year period.

The Agreement will be reviewed by both parties on an annual basis. Upon curricular changes at either institution, representatives from each institution will confer to review and/or modify this Agreement. No amendment or modification of this Agreement, including any amendment or modification of this paragraph, shall be effective unless the same is in writing signed by both parties.

UArts and Brookdale agree to provide prior notice to the other regarding any changes to the applicable UArts or Brookdale Program curricula. University of the Arts and Brookdale shall each have a right to terminate the Agreement in the event of a material change to the applicable UArts curricula or the Brookdale curriculum, respectively.

This Agreement may be terminated by either party upon sixty (60) days' prior written notice to the other party. Should this Agreement be terminated, the institutions will work in good faith to permit students enrolled in the program under this Agreement to complete the program, to the extent possible. Such notice shall be sent by overnight commercial carrier, by registered or certified mail, return receipt requested, or via email with proof of delivery receipt and shall be effective upon delivery. The Agreement may also be terminated any time by mutual written consent.

VI. General Provisions

This Agreement constitutes the entire agreement between the parties concerning the subject matter, and supersedes all other or prior agreements or understandings, whether written or oral, with respect to that subject matter. The invalidity or unenforceability of any term or provision of this Agreement shall not affect the validity or enforceability of any other term or provision hereof.

IN WITNESS WHEREOF, the authorized representatives of the parties, intending to be legally bound, have signed this Agreement on the dates indicated below with an Effective Date as stated above:

ACCEPTED AND AGREED:

For University of the Arts:

Carol Graney

Carol Graney
Vice President for Academic Affairs
University of the Arts
Philadelphia, Pennsylvania

11/22/2023

Date

For Brookdale Community College:

David M. Stout

Name: Dr. David M. Stout
Title: President
Brookdale Community College
Lincroft, NJ

11/28/23

Date

[Attachment: Transfer Plan]

****Tentative Draft with Initial Recommendations Only****

CURRICULUM TRANSFER AGREEMENT GUIDELINE

Brookdale Community College

**Community College Program Name: Game Design,
A.A.S.
Catalog: 2022 - 2023**

**Transfer School: University of the Arts
Bachelor Program: BFA in Game Art**

General Information:

Total: 60 credits
20-21 General Education Credits
37 Career Studies Credits
2-3 Elective Credits

BROOKDALE COMMUNITY COLLEGE
Game Design

UNIVERSITY OF THE ARTS
BFA in Game Art

First Semester	Cr.		Cr.
ARTS111 - Drawing I	3	DRAW 110 - Drawing: Obj Space	3
DIGM116 - Production & Storyboarding: Photoshop	3	ANIM 131 - Intro 2D Animation	3
DIGM121 - Maya I: 3D Modeling	3	ANIM 134 - Intro 3D Animation	3
ENGL121 - English Composition: The Writing Process	3	(Writing 1 Placement)	3
COMP126 - Computer Logic and Design	3	DESN 117 - Digital Design Lab	3
Second Semester	Cr.		Cr.
DIGM122 - Maya II: Fundamentals	3	ANIM 332 - 3D Modeling & Lighting	3
COMP171 - Programming I	3	GAMA 215 - Programming for Creatives	3
GAME105 - Introduction to Unity	3	GAMA 101 - Intro to Game Art (1.5cr) AND GAMA 104 - Game Art Studio (1.5cr)	3
GAME115 - Game Concept Design	3	GAMA 111 - User Interface Design	3
ENGL122 - English Composition: Writing and Research	3	(Writing 2 Placement)	3
Summer 1	Cr.		Cr.
Third Semester	Cr.		Cr.
GAME205 - Game Character Design	3	ILUS 217 - Anatomy & Human Figure	3
GAME206 - Game Level Design	3	GAMA 240 - Virtual 3D Environments 1	3
COMP271 - Programming II	3	IMAG 102 - Color	3
DIGM235 - Previsualization & Career Development	1	General Elective	1
MUTC101 - Pro Tools® I	3	FILM 204 - Sound Design	3
ARTH106 - History of Art: Ancient Through Medieval	3	AHST 101 - Art, Design & Moving Image	3
Fourth Semester	Cr.		Cr.
DIGM298 - Design and Production Capstone	3	DH Elective Choice	3
General Education Credits	9	CS Elective (6cr) AND DH Elective (3cr)	9
Electives	2	General Elective	2

MINIMUM CREDITS NEEDED TO GRADUATE:	60	CREDITS EARNED:	60
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<u>COURSES TO BE COMPLETED AT UNIVERSITY OF THE ARTS:</u>			
First Semester		Second Semester	
ANIM 233 - 3D Character Animation	3	GAMA 315 - Professional Practices	3
GAMA 325 - Game Concepts I	3	GAMA 326 - Game Concepts II	3
GAMA 340 - 3D Virtual Environments II	3	DH: GAMA 250 - History of Games	3
CRIT	3	CRIT	3
General Elective	3	CRIT	3
Third Semester		Fourth Semester	
GAMA 401 - Senior Studio I	3	ANIM 344 - 3D Simulation & Effects OR ANIM 345 - Visual Effects Comp	3
GAMA 499 - Game Art Internship OR GAMA 520 - Digital Studio	3	GAMA 402 - Senior Studio II	3
CS Elective	3	CS Elective	3
General Elective	3	CS Elective	3
General Elective	3	General Elective	3
MINIMUM CREDITS NEEDED TO GRADUATE:			120

Developed on/by:	Revised On:
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Erik Van Horn, 6/23/23

