



STEM



**Associate in Applied Science in
Interactive Simulation and Game Technology –
Art/Animation/Design Specialization to
Bachelor of Applied Arts and Sciences
Guided Pathway
Effective for the 2019-2020 catalog¹**



BACHELOR OF APPLIED ARTS & SCIENCES
Experience
Discovery
Collaboration
Application

First Year –Richland College²

FIRST SEMESTER	SECOND SEMESTER
GAME 1303 – Intro to Game Design & Development	^c ENGL 1301 – Composition I (010)
^c MATH 1332 – Contemporary Mathematics (Quantitative Reasoning) (020)	^c SPCH 1311 – Introduction to Speech Communication (090) OR ^c SPCH 1315 – Public Speaking (090)
<i>Select TWO from the following:</i> GAME 1370 – Concept Art I GAME 1304 – Level Design ARTV 1303 – Basic Animation	<i>Select TWO from the following:</i> ARTV 1345 – 3-D Modeling and Rendering I ARTV 1341 – 3-D Animation I GAME 2304 – Level Design II GAME 2370 – Concept Art II

Total Semester Hours: 12

Total Semester Hours: 12

Second Year – Richland College

It's best to apply to UNT a full semester before you plan to transfer. It will help if you submit a copy of this pathway with your application.

FIRST SEMESTER	SECOND SEMESTER
ARTV 2355 – Character Rigging and Animation	GAME 1371 – Motion Capture OR GAME 2372 – Visual Effects for Video Games II
GAME 1372 – Visual Effects for Video Games I	GAME 2387 – Internship-Animation, Interactive Technology, Video Graphics, and Special Effects
GAME 2332 – Project Development I	GAME 2334 – Project Development II
<i>Select TWO from the following:</i> ARTV 2345 – 3-D Modeling and Rendering II ARTV 2351 – 3-D Animation II ARTS 2323 – Life Drawing I ARTS 1316 – Drawing I GAME 1302 – Interactive Storyboarding ARTV 1343 – Digital Sound	^c Humanities/Fine Arts Elective* (040 OR 050)

Total Semester Hours: 15

Total Semester Hours: 15

Third Year – Richland College

It's best to apply to UNT a full semester before you plan to transfer. It will help if you submit a copy of this pathway with your application.

FIRST SEMESTER	SECOND SEMESTER
GAME 2308 – Portfolio for Game Development	
GAME 2359 – Game and Simulation Group Project	

Total Semester Hours: 6

Total Semester Hours: 0

AAS: Interactive Simulation and Game Technology – Art/Animation/Design Specialization (60 hours)

You will need to apply for the associate's degree at your community college. Contact your advisor there for more information.

Fourth Year Courses – University of North Texas

FIRST SEMESTER	SECOND SEMESTER
BAAS 3020 - Inquiry and Discovery	BAAS 3000 – Pathways to Civic Engagement
^c ENGL 1320 – College Writing II (010)	^c Humanities Course (040) or ^c Fine Arts course (050) depending on what student has already taken. 3XXX-4XXX
^c Life and Physical Science (030)	^c Life and Physical Science (030)
LTEC 1100 – Computer Applications	LTEC 3220 – Computer Graphics in Educ. & Training
3XXX-4XXX Concentration 3	3XXX-4XXX Concentration 3

Total Semester Hours: 15

Total Semester Hours: 15

Fifth Year Courses – University of North Texas

FIRST SEMESTER	SECOND SEMESTER
^c PSCI 2305 – American Gov't: Process & Policies (070)	BAAS 4100 - Managing a 21 st Century Career
^c HIST 2610 – US History to 1865 (060)	^c PSCI 2306 - US and Texas Constitutions and Institutions (070)
^c Component Area 3XXX-4XXX (090)	^c HIST 2620 – US History since 1865 (060)
LTEC 3260 – Web Authoring	LTEC 3530 – Data Communications
3XXX-4XXX Concentration 3	3XXX-4XXX Concentration 3

Total Semester Hours: 15

Total Semester Hours: 15

¹This is not an official degree plan. Check with an advisor; degree plans may change in later catalogs.

Part-time students may also follow this sequence. Developmental coursework may be required.

¹ You may use this pathway if you entered one of the seven colleges on or before this date.

² Students must earn at least 25% of the credit hours (15 hours) required for graduation through instruction by one of the seven colleges of the DCCCD awarding the degree.

^c This course counts for the Core Curriculum at any public college or university in Texas.

* There are several options to fulfill this requirement. See your academic advisor for a specific list.

You must earn a grade of "C" or better in English 1301 and the selected college-level mathematics course

Approved: 2019-2020 Guided Pathway

UNT Concentrations:

This plan illustrates one possible concentration. However, there are other possible concentrations that can be selected in conjunction with your academic advisor.

For questions about the University portion of this degree plan, contact the UNT Applied Arts and Sciences Unit Office at (940) 369-8129, baas@unt.edu <http://baas.unt.edu>

