

APPENDIX A
A.S. IN ANIMATION AND GAME ART – TRANSFER MAP

MDC Term 1		
Course Sequence (Use # and Title)	Credit Hours	Notes
ENC 1101 English Composition 1	3	Satisfies first FIU UCC Communication
MAC 1105 College Algebra	3	Satisfies Group 1 FIU UCC Math
DIG 1111 Digital Character Design	3	Satisfies FIU VIC 3400 Visual Design for Global Media (major requirement)
DIG 1132 Digital Art and Design	3	
DIG 1430 Storyboarding	3	
Total	15	

MDC Term 2		
Course Sequence (Use # and Title)	Credit Hours	Notes
AMH 2020 History of US since 1877 or POS 2041 American Fed. Govt.	3	Satisfies Group 1 FIU UCC Social Science (POS 2041 and AMH 2020 satisfy Civic Literacy)
DIG 1302 3D Modeling	4	
DIG 1437 Narrative Storytelling	3	
DIG 2113 Post Production & Editing	4	
Total	14	

MDC Term 3		
Course Sequence (Use # and Title)	Credit Hours	Notes
ARH 1000, HUM 1020, LIT 2000, MUL 1010, PHI 2010, THE 2000	3	Satisfies Group 1 FIU UCC Humanities
AST 1002, BSC 1005, CHM 1020, ESC 1000, EVR 1011, PHY 1020, PHY 2053	3	Satisfies Group 1 FIU UCC Natural Sciences
DIG 2318 Animation Studio 1 or CAP 2048 Game Development Project 1	3	
Total	9	

MDC Term 4		
Course Sequence (Use # and Title)	Credit Hours	Notes
DIG 2319 Animation Studio 2 or CAP 2920C Game Development Project 2	3	
DIG 2790 Texturing & Environment Design	4	
DIG 2370 Character Modeling & Rigging	4	
Total	11	

MDC Term 5		
Course Sequence (Use # and Title)	Credit Hours	Notes
DIG 2304 Character Animation	3	
DIG 2396C Motion Capture	4	
DIG 2391C Animation Studio 3	4	
Total	11	
Grand Total (5 Terms)	60	

FIU Term 1		
Course Sequence (Use # and Title)	Credit Hours	Notes
ENC 1102 Writing and Rhetoric II	3	Satisfies 2 nd UCC Communication requirement
UCC requirement or elective	3	
MMC 3003 Journalism+Media Orientation	0	Department requirement
IDS 3309 How We Know What We Know	3	Department requirement; satisfies UCC Humanities Group 2, GW, GL
DIG 3XXX Animation Lab 1	3	Track Requirement
DIG 3XXX Animation Workshop 1	3	Track requirement
Total	15	

FIU Term 2		
Course Sequence (Use # and Title)	Credit Hours	Notes
UCC requirement or elective	3	
MMC 3303 Global Media and Society	3	Department requirement, GL
MMC 3123 Writing for Media or DIG 3XXX Writing for Film	3	Department requirement
DIG 3001 Intro to Digital Media	3	Major requirement
DIG 4XXX Animation Workshop 2	3	Track requirement
Total	15	

FIU Term 3		
Course Sequence (Use # and Title)	Credit Hours	Notes
UCC requirement or elective	3	
MMC 4200 Media Law and Ethics	3	Department requirement
DIG 4800 Digital Theories	3	Major requirement
DIG 3XXX Animation Project 1	3	Track requirement
DIG 4XXX Animation Lab 2	3	Track requirement
Total	15	

FIU Term 4		
Course Sequence (Use # and Title)	Credit Hours	Notes
UCC requirement or elective	3	
UCC requirement or elective	3	
UCC requirement or elective	3	
DIG 4XXX Immersive Media Capstone	3	Major requirement
DIG 4XXX Animation Project 2	3	Track requirement
Total	15	
Grant Total (4 Terms)	60	

APPENDIX B
A.S. IN GAME DEVELOPMENT & DESIGN – TRANSFER MAP

MDC Term 1		
Course Sequence (Use # and Title)	Credit Hours	Notes
MAC 1105 College Algebra	3	Satisfies Group 1 FIU UCC Math
COP 1334 Intro to C++ Programming	4	
DIG 1710: Intro to Game Development	4	
DIG 1710: Intro to Computer Technology and Applications	4	
Total	15	

MDC Term 2		
Course Sequence (Use # and Title)	Credit Hours	Notes
ENC 1101 College Writing 1	3	Satisfies 1 st FIU UCC Communication
COP 2335 Object-Oriented Programming with C++	4	
CAP 2047 User Interface Design	4	
DIG 1430 Storyboarding	3	
Total	14	

MDC Term 3		
Course Sequence (Use # and Title)	Credit Hours	Notes
ARH 1000, HUM 1020, LIT 2000, MUL 1010, PHI 2010, THE 2000	3	Satisfies Group 1 FIU UCC Humanities
AMH 2020 or POS 2041	3	Satisfies Group 1 FIU UCC Social Science
DIG 2626 Artificial Intelligence	4	
DIG 1712 Level Building and Design	4	
CAP 2048 Game Development Project 1	3	
Total	17	

MDC Term 4		
Course Sequence (Use # and Title)	Credit Hours	Notes
AST 1002, BSC 1005, CHM 1020, ESC 1000, EVR 1011, PHY 1020, PHY 2053	3	Satisfies Group 1 FIU UCC Natural Sciences
CAP 2920C Game Development Project 2	3	
DIG 2717C Game System Design	4	
DIG 1705 3D Programming	4	
Total	14	
Grant Total (4 Terms)	60	

FIU Term 1		
Course Sequence (Use # and Title)	Credit Hours	Notes
ENC 1102 Writing and Rhetoric II	3	Satisfies 2 nd UCC Communication Department requirement; satisfies UCC Humanities Group 2, GW, GL
IDS 3309 How We Know What We Know	3	
UCC requirement or elective	3	Department requirement Track requirement
MMC 3003 Journalism+Media Orientation	0	
DIG 3XXX Programming Interactive Environ 1	3	
DIG 3XXX Interactive Lab 1	3	Track Requirement
Total	15	

FIU Term 2		
Course Sequence (Use # and Title)	Credit Hours	Notes
UCC requirement or elective	3	Department requirement
MMC 3123 Writing for Media OR DIG 3XXX Writing for Film	3	
DIG 3003 Intro to Digital Media	3	Major Requirement
DIG 4XXX Interactive Lab 2	3	Track requirement
DIG 4XXX Programming Interactive Environ 2	3	Track requirement
Total	15	

FIU Term 3		
Course Sequence (Use # and Title)	Credit Hours	Notes
UCC requirement or elective	3	UCC requirement or elective
UCC requirement or elective	3	UCC requirement or elective
MMC 4200 Media Law and Ethics	3	Department requirement
DIG 4800 Digital Theories	3	Major requirement
DIG 3XXX Interactive Project 1	3	Track requirement
Total	15	

FIU Term 4		
Course Sequence (Use # and Title)	Credit Hours	Notes
Elective or UCC requirement	3	Track requirement Major requirement
Elective or UCC requirement	3	
Elective or UCC requirement	3	
DIG 4XXX Interactive Project 2	3	
DIG 4XXX Immersive Media Capstone	3	
Total	15	
Grand Total (4 terms)	60	