

THE LEADER IN GLOBAL EDUCATION



**FAIRLEIGH
DICKINSON
UNIVERSITY**

*Becton College of the Arts and Sciences
Department of Visual & Performing Arts
Florham Campus
Florham Park, NJ*



*Division of Business, Mathematics,
Engineering and Technologies
Department of Information Technologies
Randolph, NJ*

Articulation Agreement

On this 7th day of September, 2016 Fairleigh Dickinson University ("FDU") and County College of Morris ("College") enter into this Articulation Agreement ("Agreement") hereby agree to establish a program that enables certain qualified students from College to attend FDU in certain undergraduate degree programs and specific graduate programs (hereafter defined as the "Program").

FOR AND IN CONSIDERATION of the mutual covenants and Agreements herein contained and other good and valuable consideration, the receipt and sufficiency of which is hereby acknowledged, the parties hereto do hereby covenant and agree as follows:

Transfer Terms:

The parties agree that those individuals who receive a County College of Morris A.A.S. in Digital Media Technology degree or the A.A.S. in Computer Information Systems (Game Development option), and meet all of the criteria listed below, will be accepted at Fairleigh Dickinson University into the B.A. in Film and Animation degree (Animation concentration or Video Game Animation concentration).

Fairleigh Dickinson University, through its B.A. in Film and Animation degree (Animation concentration or Video Game Animation concentration) program currently offered on the Florham Campus in the Becton College of the Arts and Sciences, Department of Visual & Performing Arts agrees to:

- accept up to 64 transfer credits as part of the A.A.S. in Digital Media Technology degree or the A.A.S. in Computer Information Systems (Game Development option) degree from County College of Morris to meet the course requirements in the B.A. in Film and Animation degree (Animation concentration or Video Game Animation concentration) program as outlined in Appendix A, with a grade of "C" or better. (Appendix A will be revised periodically, or as necessary to reflect curriculum changes).
- enroll students into the B.A. in Film and Animation degree (Animation concentration or Video Game Animation concentration) program using the curriculum requirements that are in effect at the time of their entry into Fairleigh Dickinson University.

Criteria:

Admissions standards for students entering into the Program from College will be consistent with FDU policies.

The additional criteria that shall be met by students seeking to transfer credits from the A.A.S. in Digital Media Technology degree or the A.A.S. in Computer Information Systems (Game Development option) at County College of Morris to the B.A. in Film and Animation degree (Animation concentration or Video Game Animation concentration) program are as follows:

- The student will have received an A.A.S. in Digital Media Technology degree or an A.A.S. in Computer Information Systems (Game Development option) degree from County College of Morris.
- The student's cumulative grade point ratio at County College of Morris must be 2.0 or higher.
- A grade of "C", or better, is required in all courses to be applied toward the bachelor's degree.
- Students will adhere to Fairleigh Dickinson University's B.A. in Film and Animation degree (Animation concentration or Video Game Animation concentration) curriculum requirements that are in effect at the time of their entry into Fairleigh Dickinson University.
- Students must submit a formal application to Fairleigh Dickinson University.
- Students will be required to meet all of the Fairleigh Dickinson University transfer requirements in effect at the time of their application to the University.

Financial:

All students will be eligible for up to a 40% reduction from the appropriate FDU tuition rate upon completion of the A.A.S degree at County College of Morris and enrollment in the B.A. in Film and Animation degree (Animation concentration or Video Game Animation concentration) program at Fairleigh Dickinson University with the following exceptions:

- Students with a cumulative grade point average of 3.50 or greater will receive a \$1,000 merit scholarship per year (\$500 per semester) in addition to the 40% reduction.
- Members of the Phi Theta Kappa International Honor Society will receive a \$18,000 per year (\$9,000 per semester) academic scholarship in lieu of the 40% reduction with submission of a copy of a membership certificate.
- Students who qualify for NJ STARS II will receive up to \$2,500 in scholarship dollars from the state of New Jersey in addition to the 40% reduction or Phi Theta Kappa scholarship.
- Students electing to reside on the Florham Campus will receive a \$1,500 per year (\$750 per semester) housing grant.
- All reductions, with the exception of the housing grant are from tuition only, and not applicable to fees, room or board which will be the responsibility of the individual student when enrolled at FDU.

Responsibilities:

Both County College of Morris and Fairleigh Dickinson University agree to the following responsibilities:

- Both parties may inform potential students about the program. Examples of possible informational activities may include, but are not limited to, media announcements, brochures or fliers, information sessions for students at County College of Morris.
- Individualized advising will be provided for students interested in Fairleigh Dickinson's B.A. in Film and Animation degree (Animation concentration or Video Game Animation concentration) program.

- FDU Advisement Contact: Robin Barkley, Professor of Animation, 973-443-8693, robin_barkley@fdu.edu

Term:

- a. This Agreement shall commence on September 1, 2016 and shall terminate on June 30, 2023 (“Term”).
- b. This Agreement may be terminated as follows:
 - i. Either party may terminate this Agreement if the other party breaches any term, or provision of this Agreement which breach is not cured within thirty (30) days after receipt of written notice of the breach (or, in the case of any breach which cannot reasonably be expected to be cured within thirty (30) days, if the breaching party fails to commence such cure within thirty (30) days or fails to prosecute such cure to completion with due diligence within ninety (90) days). If practical, the parties shall make reasonable efforts to delay the effect on any involved student(s) for one semester; or
 - ii. By either party upon prior written notice for any reason. Such termination shall be effective at the close of the then current semester.

Notice. Every notice required or permitted under this Agreement shall, unless otherwise specifically provided herein, be given in writing and may be sent by either United States Postal Service Certified Mail, return receipt requested, or by reputable overnight courier, provided that such courier obtains and makes available to its customers evidence of delivery. All notices shall addressed by the party giving, making or sending the same to the at the address set forth below or to such other address as either party may designate from time to time by a notice given to the other party.

Notice shall be deemed to be given upon receipt, provided, however, that in the event a party shall refuse to accept delivery, the notice shall nevertheless be deemed to be given upon the date of refusal to accept delivery. Notwithstanding the above, a notice of change of address shall not be effective until received.

Fairleigh Dickinson University
1000 River Road
Teaneck, New Jersey 07666
Attn: General Counsel

County College of Morris
214 Center Grove Street
Randolph, NJ 07869-2086
Attn: President’s Office

Non Discrimination. The parties to this Agreement hereby agree that they shall not unlawfully discriminate on the basis of race, color, creed, national origin, ancestry, disability, marital status, gender, sexual orientation, handicap, age, pregnancy status or veteran status in connection with this Agreement and that each shall fully comply with all Federal and State statutes, and all rules and regulations promulgated thereunder, concerning discrimination in connection with their respective obligations pursuant to this Agreement.

FERPA. College acknowledges that it may obtain contact information for FDU student(s) and/or FDU faculty. College shall only use the obtained contact information to fulfill its obligations under this Agreement and agrees not to release any information in the student or faculty profile to any third party. To the extent College is in possession of any student record or information, College shall treat same in accordance with all applicable federal,

state and local laws, including, but not limited to the Family Educational Rights and Privacy Act.

Miscellaneous. The Chair of FDU's Visual and Performing Arts Department, Becton College, shall serve as the main contact for the Program.

This Agreement shall be governed and controlled by the laws of the State of New Jersey and any litigation with respect thereto shall be brought in the courts of the State of New Jersey. Both parties consents and submits to the jurisdiction of the courts located within the State of New Jersey. If any provision of this Agreement is declared invalid under any applicable law, such provision shall be inapplicable and deemed omitted, but the remaining provisions of this Agreement, including the remaining default remedies, shall be given effect in accordance with the manifest intent of the parties hereto.

Notwithstanding the foregoing, prior to instituting any lawsuit, the parties shall seek to resolve any dispute by negotiation and correspondence between the main contacts listed above.

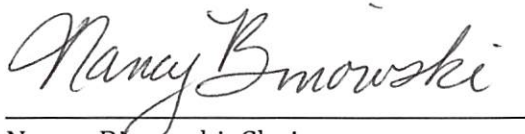
General Provisions:

- a. Neither Party shall have the right to assign this Agreement without the prior written consent of the other Party.
- b. This Agreement constitutes the entire agreement of the Parties with respect to the subject to matter hereof. No modification hereof shall be binding upon any of the Parties hereto unless made in writing and signed by the Parties.
- c. The Parties are not, and shall not be, considered as partners or joint ventures. The execution of this Agreement does not, and shall not, constitute neither a partnership nor a principal/agent relationship between the Parties hereto.
- d. This Agreement shall be governed and controlled by the laws of the State of New Jersey.
- e. If any provision of this Agreement is declared invalid under any applicable law, such provision shall be inapplicable and deemed omitted, but the remaining provisions of this Agreement, including the remaining default remedies, shall be given effect in accordance with the manifest intent of the parties hereto.

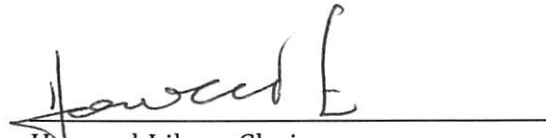
Signatures:

The signatures of the authorized representatives identified below indicate agreement to the terms set forth herein.


Fairleigh Dickinson University:



Nancy Binowski, Chairperson
Information Technologies



Howard Libov, Chairperson
Department of Visual & Performing Arts



Dr. Patrick Enright
Dean, Division of Business, Mathematics,
Engineering and Technologies



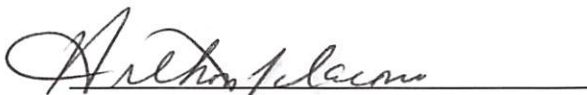
Dr. Geoffrey S. Weinman
Dean, Maxwell Becton College of Arts and
Sciences



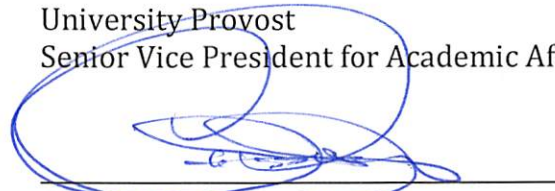
Dr. Dwight Smith
Vice President of Academic Affairs



Dr. Gillian Small
University Provost
Senior Vice President for Academic Affairs



Dr. Anthony J. Iacono
President



Dr. Christopher A. Capuano
President

APPENDIX A1

CCM to FDU Course Equivalencies

Digital Media Technology to Film and Animation: Animation Concentration

Course Code	Course Name	Cr.	Course Code	Course Name	Cr.
ENG 111	English Composition I	3	ENGW1101	College Writing Workshop	3
ENG 112	English Composition II	3	ENGW1102	Research Writing Workshop	3
	Gen Ed/Math Recommended MAT110 or MAT 120 or MAT 123	4	MATH1126 MATH 1128 MATH 1107	Contemporary Math or Math Methods or Precalculus	4
	Science Elective (must have Lab)	4		Tier I: Lab Science	4
PSY 113	General Psychology	3	PSYC1201	General Psychology/Tier I: Social and Behavioral	3
	Humanities Elective	3		Tier I: Humanities	3
	Humanities Elective	3		Tier II: Arts and Humanities	3
CMP 239	The Internet and Web Page Design	3		Free Elective	3
CMP 245	Web Design Tools	3		Free Elective	3
CMP 244	Web Design II	3		Free Elective	3
MED 110	Multimedia I	3	CGD 1313	Creative Imagery with Photoshop/Major Cognate Requirement	3
MED113	Multimedia II	3		Free Elective	3
MED 114	Media Aesthetics	3	ANIM 1500	Storyboarding/Required Course	3
MED 119	Digital Media Production	3		Tier I: Creative and Expressive Arts	3
MED 210	Digital Video Editing	3	ANIM 1750	Motion Graphics with After Effects/Required Course	3
MED 213 or CMP 250	Multimedia Authoring and Design or Game Production	3	ANIM ____	Major Elective	3

MED 220	Animation	3		ANIM 1850	3D Computer Modeling/Required Course	3
	Technical Emphasis Recommended CMP170 Mobile App Design or CMP 128 Comp Science I	3		CSCI 2100	Mobile App Development/ Tier II: Math, Science, Technology	3
				CSCI 1205	Intro to Computer Programming/ Tier II: Math, Science, Technology	
	Technical Emphasis Recommended MED 240 Advanced Animation	3		ANIM 2500	3D Computer Animation/Required course	0 or 3
	Free Elective Recommended COM105 Mass Media (3)	3/4		COMM3018	Mass Communication/ Tier II: Social and Behavioral Analysis	3

Becton College General Education Requirements
Digital Media Technology to Film and Animation: Animation Concentration

I. First Tier*

A. ENGW1101 = ENG111 English Composition I	3
ENGW1102 = ENG112 English Composition II	3
B. MATH 1126 = MAT120 Mathematics for the Liberal Arts or	4
MATH1128 = MAT 110 College Algebra or MATH1107 = MAT 123 Precalculus	
D. PSYC 1201 = PSY 113 General Psychology	3
E. (Any) Humanities Elective	3
F. (Any) Lab Science	4
G. Creative/Expressive = MED119 Digital Media Production	3

II. Second Tier*

B. CSCI 1205 Intro to Computer Programming = CMP128	3
OR CSCI 2500/Mobile App Development = CMP170	
C. (Any) Humanities Elective	3
D. COMM 3018 Mass Communication = COM105	3
Total:	(32 cr.)

III. University Requirements

UNIV1001 = Waived

UNIV1002 = Waived

* In cases where students have taken General Education courses at CCM other than those detailed in Appendix A, courses will be applied to the relevant area of the FDU checksheet in a manner consistent with the course equivalency noted in NJ Transfer (www.njtransfer.org).

FDU Major Requirements

ANIM 1500 Game Design = MED 114 Media Aesthetics	3
ANIM 1750 Motion Graphics = MED 210 Digital Video Editing	3
ANIM 1850 3D Computer Modeling = MED 220 Animation	3
ANIM 2500 3D Computer Animation = MED 240 Advanced Animation	3

Major Elective Courses

CMP 250 or MED 213 3

Cognate Requirements

CGD1313 Creative Imagery with Photoshop = MED 110 3
(18 cr.)

Total: 50 cr.
All other courses will Fall under Free Electives 10-13 cr.

TOTAL for AA: 60-63 cr.
TOTAL transferred in to FDU 60-63 cr.

Total left to complete at FDU: 57-60 cr.

COURSES to complete at FDU

Tier I:

C. Modern Language ___ 1002 3
 ___ 1008 1

Tier II:

A. Global and Comparative Studies 3

B. Math, Science, and Technology 3

UNIV2001 3

UNIV2002 3
(16 cr.)

Required Courses:

ANIM 2270 3D ZBrush Digital Sculpting Human Anatomy 3

ANIM 3330 3D Environment Modeling 3

ANIM 3331 Logo and Product Animation 3

ANIM 3341 Character Animation using CAT 3

ANIM 4500 Thesis I 3

ANIM 4600 Thesis II 3

(18 cr.)

Major Electives designated ANIM 9-12 cr.
(6 credits in Internship may be used here)

Free Electives 11-17 cr.

TOTAL: 57-60 cr.

APPENDIX A2

CCM to FDU Course Equivalencies

Digital Media Technology to Film and Animation: Video Game Animation Concentration

Course Code	Course Name	Cr.	Course Code	Course Name	Cr.
ENG 111	English Composition I	3	ENGW 1101	College Writing Workshop	3
ENG 112	English Composition II	3	ENGW 1102	Research Writing Workshop	3
	Gen Ed/Math Recommended MAT110 or MAT 120 or MAT 123	4	MATH 1126 MATH 1128 MATH 1107	Contemporary Math or Math Methods or Precalculus	4
	Science Elective (must have Lab)	4		Tier I: Lab Science	4
PSY 113	General Psychology	3	PSYC 1201	General Psychology/Tier I: Social and Behavioral	3
	Humanities Elective	3		Tier I: Humanities	3
	Humanities Elective	3		Tier II: Arts and Humanities	3
CMP 239	The Internet and Web Page Design	3		Free Elective	3
CMP 245	Web Design Tools	3		Free Elective	3
CMP 244	Web Design II	3		Free Elective	3
MED 110	Multimedia I	3	CGD 1313	Creative Imagery with Photoshop/Required Cognate	3
MED113	Multimedia II	3		Free Elective	3
MED 114	Media Aesthetics	3	ART 1201	Drawing I/Required Cognate	3
MED 119	Digital Media Production	3		Tier I: Creative and Expressive Arts	3
MED 210	Digital Video Editing	3	ANIM ____	Major Elective	3
MED 213 or CMP 250	Multimedia Authoring and Design or Game Production	3	ANIM 3350	3D Game Creation Using Unreal/Required Course	3

MED 220	Animation	3		ANIM 2240	Low Poly 3D Modeling/Required Course	3
CMP108	Technical Emphasis Recommended: CMP108 Game Design Concepts	3		ANIM 1650	Game Design/Required Course	3
MED 240	Technical Emphasis Recommended: MED 240 Advanced Animation	3		ANIM 2500	3D Computer Animation/Required Course	3
	Free Elective Recommended COM105 Mass Media OR CMP 128 or CMP 170	3/4		COMM3018	Mass Communication/Tier II: Social and Behavioral Analysis	3
				CSCI 1205 or CSCI 2500	Tier II: Math, Science Technology	

Becton College General Education Requirements
Digital Media Technology to Film and Animation: Video Game Animation
Concentration

I. First Tier*

A. ENGW1101 = ENG111 English Composition I	3
ENGW1102 = ENG112 English Composition II	3
B. MATH 1126 = MAT120 Mathematics for the Liberal Arts or	4
MATH1128 = MAT 110 College Algebra or MATH1107 = MAT 123 Precalculus	
D. PSYC 1201 = PSY 113 General Psychology	3
E. (Any) Humanities Elective	3
F. (Any) Lab Science	4
G. Creative/Expressive = MED119 Digital Media Production	3

II. Second Tier*

B. CSCI1205 Intro to Computer Programming = CMP 128	3
OR CSCI2500/Mobile App Development = CMP 170	
(<u>or</u> COMM3018 Mass Communication/D. Social Behavioral Analysis = COM105)	
C. (Any) Humanities Elective	3
Total:	(29 cr.)

III. University Requirements

UNIV1001 = Waived

UNIV1002 = Waived

* In cases where students have taken General Education courses at CCM other than those detailed in Appendix A, courses will be applied to the relevant area of the FDU checksheet in a manner consistent with the course equivalency noted in NJ Transfer (www.njtransfer.org).

FDU Major Requirements

ANIM 1650 Game Design = CMP 108 Game Design Concepts	3
ANIM 2240 Low Poly 3D Modeling = MED 220 Animation	3
ANIM 2500 3D Computer Animation = MED 240 Advanced Animation	3
ANIM 3350 3D Game Creation using Unreal = CMP250 or MED213	3

Major Elective Courses

MED 210 Digital Media Editing 3

Cognate Requirements

ART 1201 Drawing I = MED 114 Media Aesthetics 3

CGD1313 Creative Imagery with Photoshop = MED 110 3
(21 cr.)

Total: 50 cr.

All other courses will Fall under Free Electives 10-13 cr.

TOTAL for AA: 60-63 cr.

TOTAL transferred in to FDU 60-63 cr.

Total left to complete at FDU: 57-60 cr.

COURSES to complete at FDU

Tier I:

C. Modern Language _____ 1002 3

_____ 1008 1

Tier II:

A. Global and Comparative Studies 3

B. Math, Science, and Technology 3

D. Social & Behavioral Analysis 0 or 3

UNIV2001 3

UNIV2002 3

(16-19 cr.)

Required Courses:

ANIM 2270 3D ZBrush Digital Sculpting Human Anatomy 3

ANIM 3330 3D Environment Modeling 3

ANIM 3341 Character Animation using CAT 3

ANIM 3450 Game Creation using Unity 3

ANIM 4500 Thesis I 3

ANIM 4600 Thesis II 3

(18 cr.)

Major Electives designated ANIM 9-12 cr.

Free Electives 11-14 cr.

TOTAL: 57-60 cr.

APPENDIX A3

CCM to FDU Course Equivalencies

Computer Information Systems Game Development Option to Film and Animation: Animation Concentration

Course Code	Course Name	Cr.	Course Code	Course Name	Cr.
ENG 111	English Composition I	3	ENGW1101	College Writing Workshop	3
ENG 112	English Composition II	3	ENGW1102	Research Writing Workshop	3
MAT 123	Pre-Calculus	4	MATH1107	Pre-Calculus	4
	Humanities Elective	3		Tier I: Humanities	3
PSY 113 or ECO 211	General Psychology or Principles of Economics	3	PSYC1201	General Psychology/Tier I: Social and Behavioral	3
			ECON 2101	Intro to Macroeconomics/ Tier II: Social and Behavioral Analysis	
	Mathematics Elective	4		Tier II: Math, Science, Technology	4
	Lab Science Elective	4		Tier I: Lab Science	4
CMP 123	Systems Analysis and Design	3		Free Elective	3
CMP 128	Computer Science I	3	CSCI 1205	Intro to Computer Programming,/Tier II: Math, Science, Technology	3
CMP 200	Computer Operating Systems and Utilities	3		Free Elective	3
CMP 233	Data Structures and Algorithms	3		Free Elective	3
CMP 108	Game Design Concepts	3	ANIM 1650	Game Design Concepts/Major Elective	3
CMP 150	Game Programming	3		Free Elective	3
CMP 250	Game Production	3	ANIM ____	Major Elective	3
MED 114	Media Aesthetics	3	ANIM 1500	Storyboarding/Required Course	3

CMP 129	Computer Science II	3			Free Elective	3
MED 220	Animation	3		ANIM 1850	3D Computer Modeling/ Required Course	3
	CIS/MED Technical Electives/Recommended MED 240 Advanced Animation	3		ANIM 2500	3D Computer Animation/Required Course	3
	CIS/MED Technical Electives/Recommended MED 119 Digital Media Production	3			Tier I: Creative and Expressive Arts	3

Becton College General Education Requirements
Computer Information Systems to Film and Animation: Animation Concentration

I. First Tier*

A. ENGW 1101 = ENG 111 English Composition I	3
ENGW 1102 = ENG 112 English Composition II	3
B. MATH 1107= MAT 123 Pre-Calculus	4
C. PSYC 1201 General Psychology = PSY 113 (<u>or</u> ECON2101/D. Tier II: Social Behavioral Analysis = ECO 211)	0 or 3
E. (Any) Humanities Elective	3
F. (Any) Lab Science	4
G. Creative/Expressive = MED119 Digital Media Production	3

II. Second Tier*

B. Mathematics Elective	4
CMP 128 Computer Science I	3
D. ECON2101 Intro to Macroeconomics = ECO 211 (<u>or</u> PSYC 1201 General Psychology/C. Tier I: Social Behavioral Sciences = PSY113)	0 or 3
Total:	(30 cr.)

III. University Requirements

UNIV1001 = Waived

UNIV1002 = Waived

* In cases where students have taken General Education courses at CCM other than those detailed in Appendix A, courses will be applied to the relevant area of the FDU checksheet in a manner consistent with the course equivalency noted in NJ Transfer (www.njtransfer.org).

FDU Major Requirements

ANIM 1500 Game Design = MED 114 Media Aesthetics	3
ANIM 1850 3D Computer Modeling = MED 220 Animation	3
ANIM 2500 3D Computer Animation = MED 240 Advanced Animation	3

Major Elective Courses

CMP 108 and CMP 250	6
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Cognate Requirements

CGD1313 Creative Imagery with Photoshop = MED 113	3 (18 cr.)
Total:	48 cr.
All other courses will Fall under Free Electives	12-13 cr.
TOTAL for AA:	60-61 cr.
TOTAL transferred in to FDU	60-61 cr.
Total left to complete at FDU:	59-60 cr.

COURSES to complete at FDU

Tier I:		
C. Modern Language	___ 1002	3
	___ 1008	1
D. Social Behavioral Sciences (<u>or</u> Tier II: Social Behavioral Analysis)		0 or 3
Tier II:		
A. Global and Comparative Studies		3
C. Arts and Humanities		3
D. Social and Behavioral Analysis (<u>or</u> Tier I: Social Behavioral Sciences)		0 or 3
UNIV2001		3
UNIV2002		3
		(19 cr.)
Required Courses:		
ANIM 2270 3D ZBrush Digital Sculpting Human Anatomy		3
ANIM 3330 3D Environment Modeling		3
ANIM 3341 Character Animation using CAT		3
ANIM 3450 3D Game Creation using Unity		3
ANIM 4500 Thesis I		3
ANIM 4600 Thesis II		3
		(18 cr.)
Major Electives designated ANIM		9-12 cr.
Free Electives		10-14 cr.
TOTAL:		59-60 cr.

APPENDIX A4

CCM to FDU Course Equivalencies

Computer Information Systems Game Development Option to Film and Animation: Video Game Animation Concentration

Course Code	Course Name	Cr.	Course Code	Course Name	Cr.
ENG 111	English Composition I	3	ENGW1101	College Writing Workshop	3
ENG 112	English Composition II	3	ENGW1102	Research Writing Workshop	3
MAT 123	Pre-Calculus	4	MATH1107	Pre-Calculus	4
	Humanities Elective	3		Tier I: Humanities	3
PSY 113 or ECO 211	General Psychology or Principles of Economics	3	PSYC1201	General Psychology/Tier I: Social and Behavioral	3
			ECON 2101	Intro to Macroeconomics/ Tier II Social and Behavioral Analysis	
	Mathematics Elective	4		Tier II: Math, Science, Technology	4
	Lab Science Elective	4		Tier I: Lab Science	4
CMP 123	Systems Analysis and Design	3		Free Elective	3
CMP 128	Computer Science I	3	CSCI 1205	Intro to Computer Programming./Tier II: Math, Science, Technology	3
CMP 200	Computer Operating Systems and Utilities	3		Free Elective	3
CMP 233	Data Structures and Algorithms	3		Free Elective	3
CMP 108	Game Design Concepts	3	ANIM 1650	Game Design/Required Course	3
CMP 150	Game Programming	3		Free Elective	3
CMP 250	Game Production	3	ANIM 3350	3D Game Creation Using Unreal/Required Course	3

MED 114	Media Aesthetics	3		ART 1201	Required Cognate Course	3
CMP 129	Computer Science II	3			Free Elective	3
MED 220	Animation	3		ANIM 2240	Low Poly 3D Modeling/Required Course	3
	CIS/MED Technical Electives/Recommended MED 240 Advanced Animation	3		ANIM 2500	3D Computer Animation/Required Course	3
	CIS/MED Technical Electives/Recommended MED 210 Digital Video Editing	3		ANIM ____	Major Elective	3

Becton College General Education Requirements
Computer Information Systems to Film and Animation: Video Game Animation
 Concentration

I. First Tier*

A. ENGW 1101 = ENG 111 English Composition I	3
ENGW 1102 = ENG 112 English Composition II	3
B. MATH 1107= MAT 123 Pre-Calculus	4
C. PSYC 1201 General Psychology = PSY113 (<u>or</u> ECON2101/D. Tier II: Social Behavioral Analysis = ECO 211)	0 or 3
E. (Any) Humanities Elective	3
F. (Any) Lab Science	4
G. Creative/Expressive = MED119 Digital Media Production	3

II. Second Tier*

B. Mathematics Elective	4
CMP 128 Computer Science I	3
D. ECON2101 Intro to Macroeconomics = ECO 211 (<u>or</u> PSYC 1201 General Psychology/C. Tier I: Social Behavioral Sciences = PSY113)	0 or 3
Total:	(30 cr.)

III. University Requirements

UNIV1001 = Waived

UNIV1002 = Waived

* In cases where students have taken General Education courses at CCM other than those detailed in Appendix A, courses will be applied to the relevant area of the FDU checksheet in a manner consistent with the course equivalency noted in NJ Transfer (www.njtransfer.org).

FDU Major Requirements

ANIM 1650 Game Design = CMP 108 Game Design Concepts	3
ANIM 2240 Low Poly 3D Modeling = MED 220 Animation	3
ANIM 2500 3D Computer Animation = MED 240 Advanced Animation	3
ANIM 3350 3D Game Creation using Unreal = CMP 250	3

Major Elective Courses

MED 210 3

Cognate Requirements

ART1201 Drawing I = MED 114 3
(18 cr.)

Total: 48 cr.
All other courses will Fall under Free Electives 12-13 cr.

TOTAL for AA: 60-61 cr.
TOTAL transferred in to FDU 60-61 cr.

Total left to complete at FDU: 59-60 cr.

COURSES to complete at FDU

Tier I:

C. Modern Language ___ 1002 3
 ___ 1008 1

D. Social Behavioral Sciences 0 or 3
(or Tier II: Social Behavioral Analysis)

Tier II:

A. Global and Comparative Studies 3

C. Arts and Humanities 3

D. Social and Behavioral Analysis 0 or 3
(or Tier I: Social Behavioral Sciences)

UNIV2001 3
UNIV2002 3
(22 cr.)

Required Courses:

ANIM 2270 3D ZBrush Digital Sculpting Human Anatomy 3
ANIM 3330 3D Environment Modeling 3
ANIM 3341 Character Animation using CAT 3
ANIM 3450 3D Game Creation using Unity 3
ANIM 4500 Thesis I 3
ANIM 4600 Thesis II 3
(18 cr.)

Major Electives designated ANIM 9-12 cr.

Free Electives

8-10- cr.

TOTAL:

59-60 cr.

General Education Requirements (48-50 Credits)		Major Requirements (42-45 credits plus 3 cognate credits) (2.33 GPA Required)	
I. First Tier: Regions of Learning (25-27 credits)		Required: Theory & Production (30 credits)	
A. Written Communication (6 credits) ENGW1101 College Writing Workshop (3) ENG 111 ENGW1102 Research Writing Workshop (3) ENG 112	3 3	ANIM 1500 Storyboarding (3) MED 114	3 3
B. Mathematics (3-4 credits) SELECT ONE: MATH 1126 Contemporary Mathematics (3) MAT 120 OR MATH 1128 Mathematical Methods (3) MAT 110 OR MATH 1107 Precalculus (4) MAT 123	4	ANIM 1750 Motion Graphics with After Effects (3) MED 210 ANIM 1850 3D Computer Modeling (3) MED 220 ANIM 2270 3D ZBrush Digital Sculpting Human Anatomy (3)	3 3 3
C. Modern Language (3-4 credits) 1. Modern Language Component: _____ 1002 (Beg. Language II) (3) _____ 1008 (Beg. Language II) Practicum (1) _____ Advanced Language (3)		ANIM 2500 3D Computer Animation (3) MED 240 ANIM 3330 3D Environment Modeling (3) ANIM 3331 Logo and Product Animation (3) ANIM 3341 Character Animation Using CAT (3) ANIM 4500 Thesis I (3) ANIM 4600 Thesis II (3)	3
D. Social Behavioral Sciences PSY 113 _____ (3)	3	Major Electives Courses designated ANIM (12-15 credits) (See Advisor) NOTE: Six credits in Internship experience may be used to fulfill Major Elective requirements.	
E. Humanities (Any): Humanities Elective _____ (3)	3	ANIM CMP 250 or MED 213	3
F. Laboratory Sciences (Any): Lab Science Elective _____ (4)	4	ANIM _____ (3) ANIM _____ (3) ANIM _____ (3) ANIM _____ (3)	
G. Creative and Expressive Arts MED 119 _____ (3)	3	or ANIM 4422 Internship I _____ (3) ANIM 4423 Internship II _____ (3)	
II. Second Tier: Regions of Navigation and Exploration (15 credits)		Cognate Requirements (10-16 credits)	
A. Global and Comparative Studies _____ (3)		CGD 1313 Creative Imagery with Photoshop (3) MED 110	3
B. Math, Science and Technology CMP 170 and /or CMP 128 _____ (3)	3	Minor and Elective Credits -	
C. Arts and Humanities (Any): Humanities Elective _____ (3)	3	All other courses will Fall under Free Electives	
D. Social and Behavioral Analysis COM 105 _____ (3)	3	CMP 239 _____ 3 CMP 244 _____ 3 CMP 245 _____ 3 MED 113 _____ 3	
III. University Requirements (8 credits)			
UNIV 1001: Transitioning to University Life (1) _____	Waived		
UNIV 1002: Preparing for Professional Life(1) _____	Waived		
UNIV 2001: Cross-Cultural Perspectives (3) _____			
UNIV 2002: Global Issues (3) _____			

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General Education Requirements (48-50 Credits)		Major Requirements (42-45 credits plus 3 cognate credits) (2.33 GPA Required)	
I. First Tier: Regions of Learning (25-27 credits)			
A. Written Communication (6 credits) ENGW1101 College Writing Wbrkshop (3) ENG 111 ENGW1102 Research Writing Wbrkshop (3) ENG 112	3 3	Required: Theory & Production (30 credits) ANIM 1650 Game Design (3) CMP 108	3 3
B. Mathematics (3-4 credits) SELECT ONE: MATH 1126 Contemporary Mathematics (3) MAT 120 OR MATH 1128 Mathematical Methods (3) MAT 110 OR MATH 1107 Precalculus (4) MAT 123	4	ANIM 2240 Low Poly 3D Modeling (3) MED 220 ANIM 2270 3D ZBrush Digital Sculpting Human Anatomy (3) ANIM 2500 3D Computer Animation (3) MED 240	3
C. Modern Language (3-4 credits) 1. Modern Language Component: _____ 1002 (Beg. Language II) (3) _____ 1008 (Beg. Language II) Practicum (1) _____ Advanced Language (3)		ANIM 3330 3D Environment Modeling (3) ANIM 3341 Character Animation Using CAT (3) ANIM 3350 3D Game Creation using Unreal (3) MED 213 or CMP 250 ANIM 3450 3D Game Creation using Unity (3) ANIM 4500 Thesis I (3) ANIM 4600 Thesis II (3)	3
D. Social Behavioral Sciences PSY 113	3	Major Electives Courses designated ANIM (12-15 credits) (See Advisor) NOTE: Six credits in Internship experience may be used to fulfill Major Elective requirements.	
E. Humanities (Any): Humanities Elective _____ (3)	3	ANIM MED 210 _____ (3)	3
F. Laboratory Sciences (Any): Lab Science Elective _____ (4)	4	ANIM _____ (3)	
G. Creative and Expressive Arts MED 119	3	ANIM _____ (3)	
II. Second Tier: Regions of Navigation and Exploration (15 credits)		ANIM _____ (3)	
A. Global and Comparative Studies _____ (3)		ANIM _____ (3)	
B. Math, Science and Technology CMP 128 or CMP 170	0/3	or ANIM 4422 Internship I _____ (3) ANIM 4423 Internship II _____ (3)	
C. Arts and Humanities (Any): Humanities Elective _____ (3)	3	Cognate Requirements (10-16 credits) ART 1201 Drawing I (3) MED 114 CGD 1313 Creative Imagery with Photoshop (3) MED 110	3 3
D. Social and Behavioral Analysis COM 105	0/3	Minor and Elective Credits - All other courses will Fall under Free Electives	
III. University Requirements (8 credits)		CMP 239 _____ 3	3
UNIV 1001: Transitioning to University Life (1)	Waived	CMP 244 _____ 3	3
UNIV 1002: Preparing for Professional Life(1)	Waived	CMP 245 _____ 3	3
UNIV 2001: Cross-Cultural Perspectives (3)		MED 113 _____ 3	3
UNIV 2002: Global Issues (3)			

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General Education Requirements (48-50 Credits)		Major Requirements (42-45 credits plus 3 cognate credits) (2.33 GPA Required)	
I. First Tier: Regions of Learning (25-27 credits)		Required: Theory & Production (30 credits)	
A. Written Communication (6 credits) ENGW1101 College Writing Wbrkshop (3) ENG 111 ENGW1102 Research Writing Wbrkshop (3) ENG 112	3 3	ANIM 1500 Storyboarding (3) MED 114	3
B. Mathematics (3-4 credits) MATH 1126 Contemporary Mathematics (3) MATH 1128 Mathematical Methods (3) MATH 1107 Precalculus (4) MAT 123	4	ANIM 1750 Motion Graphics with After Effects (3)	3
C. Modern Language (3-4 credits) 1. Modern Language Component: _____ 1002 (Beg. Language II) (3) _____ 1008 (Beg. Language II) Practicum (1) _____ Advanced Language (3)		ANIM 1850 3D Computer Modeling (3) MED 220	3
D. Social Behavioral Sciences PSY 113 _____ (3)	0/3	ANIM 2270 3D ZBrush Digital Sculpting Human Anatomy (3)	3
E. Humanities (Any): Humanities Elective _____ (3)	3	ANIM 2500 3D Computer Animation (3) MED 240	3
F. Laboratory Sciences (Any): Lab Science Elective _____ (4)	4	ANIM 3330 3D Environment Modeling (3)	
G. Creative and Expressive Arts MED 119 _____ (3)	3	ANIM 3331 Logo and Product Animation (3)	
		ANIM 3341 Character Animation Using CAT (3)	
		ANIM 4500 Thesis I (3)	
		ANIM 4600 Thesis II (3)	
		Major Electives Courses designated ANIM (12-15 credits) (See Advisor) NOTE: Six credits in Internship experience may be used to fulfill Major Elective requirements.	
		ANIM CMP 108 _____	3
		ANIM CMP 250 _____	3
		ANIM _____ (3)	
		ANIM _____ (3)	
		ANIM _____ (3)	
		<i>or</i>	
		ANIM 4422 Internship I _____ (3)	
		ANIM 4423 Internship II _____ (3)	
II. Second Tier: Regions of Navigation and Exploration (15 credits)		Cognate Requirements (10-16 credits)	
A. Global and Comparative Studies _____ (3)		CGD 1313 Creative Imagery with Photoshop(3)	
B. Math, Science and Technology CMP 128 Mathematics Elective	3 4		
C. Arts and Humanities _____ (3)		Minor and Elective Credits -	
D. Social and Behavioral Analysis ECO 211 _____ (3)	0/3	All other courses will Fall under Free Electives	
III. University Requirements (8 credits)		CMP 123 _____	3
UNIV 1001: Transitioning to University Life (1)	Waived	CMP 129 _____	3
UNIV 1002: Preparing for Professional Life(1)	Waived	CMP 150 _____	3
UNIV 2001: Cross-Cultural Perspectives (3)		CMP 200 _____	3
UNIV 2002: Global Issues (3)		CMP 233 _____	3

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General Education Requirements (48-50 Credits)		Major Requirements (42-45 credits plus 3 cognate credits) (2.33 GPA Required)	
I. First Tier: Regions of Learning (25-27 credits)		Required: Theory & Production (30 credits)	
A. Written Communication (6 credits) ENGW 1101 College Writing Workshop (3) ENG 111 ENGW 1102 Research Writing Workshop (3) ENG 112	3 3	ANIM 1650 Game Design (3) CMP 108	3 3
B. Mathematics (3-4 credits) MATH 1126 Contemporary Mathematics (3) MATH 1128 Mathematical Methods (3) MATH 1107 Precalculus (4) MAT 123	4	ANIM 2240 Low Poly 3D Modeling (3) MED 220 ANIM 2270 3D ZBrush Digital Sculpting Human Anatomy (3) ANIM 2500 3D Computer Animation (3) MED 240 ANIM 3330 3D Environment Modeling (3) ANIM 3341 Character Animation Using CAT (3) ANIM 3350 3D Game Creation using Unreal (3) CMP 250 ANIM 3450 3D Game Creation using Unity (3) ANIM 4500 Thesis I (3) ANIM 4600 Thesis II (3)	3 3 3 3 3
C. Modern Language (3-4 credits) 1. Modern Language Component: _____ 1002 (Beg. Language II) (3) _____ 1008 (Beg. Language II) Practicum (1) _____ Advanced Language (3)		Major Electives Courses designated ANIM (12-15 credits) (See Advisor) NOTE: Six credits in Internship experience may be used to fulfill Major Elective requirements. ANIM MED 210 _____ (3) ANIM _____ (3) ANIM _____ (3) ANIM _____ (3)	3
D. Social Behavioral Sciences PSY 113	0/3	or ANIM 4422 Internship I _____ (3) ANIM 4423 Internship II _____ (3)	
E. Humanities (Any): Humanities Elective _____ (3)	3	Cognate Requirements (10-16 credits) ART 1201 Drawing I (3) MED 114 CGD 1313 Creative Imagery with Photoshop (3)	3
F. Laboratory Sciences (Any): Lab Science Elective _____ (4)	4		
G. Creative and Expressive Arts _____ (3)			
II. Second Tier: Regions of Navigation and Exploration (15 credits)		Minor and Elective Credits - All other courses will Fall under Free Electives	
A. Global and Comparative Studies _____ (3)		CMP 123 _____ 3 CMP 129 _____ 3 CMP 150 _____ 3 CMP 200 _____ 3 CMP 233 _____ 3	
B. Math, Science and Technology CMP 128 Mathematics Elective	3 4		
C. Arts and Humanities _____ (3)			
D. Social and Behavioral Analysis ECO 211	0/3		
III. University Requirements (8 credits)			
UNIV 1001: Transitioning to University Life (1)	Waived		
UNIV 1002: Preparing for Professional Life(1)	Waived		
UNIV 2001: Cross-Cultural Perspectives(3)			
UNIV 2002: Global Issues (3)			

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