

Ohio Dominican University Completion Guide
CSCC Associate of Applied Science – Interactive Media (Video Game Art & Animation)
- to ODU Bachelor of Arts – Graphic Design: 120 Semester Credit Hours
Effective Fall 2016 – Summer 2019

This document is an unofficial, informational guide. Courses in parenthesis are recommendations – other courses may be available.
 You may review Ohio Dominican's **COURSE CATALOG** for transfer policies and degree requirements.
 Please note this document may change via final academic departmental approval.

Columbus State Community College Associate of Applied Science – Interactive Media (Video Game Art & Animation) Major

First Semester

- DDG 1525** Storyboarding
- IMM 1201** 3D Modeling I
- IMM 1115** Survey of Gaming Industry
- ENGL 1100** Composition I
- STAT 1350** Elementary Statistics
- COLS 1100** First Year Exp. Seminar

Second Semester

- IMM 1116** Storytelling for Games
- IMM 1202** 3D Modeling 2
- DDG 2650** Digital Painting
- DDG 1860** 2D Animation
- DDG 1870** Fundamentals of Design

Summer Semester

- NAT XXXX** Natural Science
- HUM XXXX** Literature recommended
- SBS XXXX** Social & Behavioral Science

Third Semester

- IMM 2601** Game Development I
- IMM 2370** Flash I & II
- IMM 2201** 3D Modeling 3
- IMM 2550** Foley Sound Creation
- MKTG 1020** Branding

Fourth Semester

- IMM 2602** Game Development 2
- IMM 2390** Advanced Flash III
- IMM 2710** Interactive Portfolio
- IMM 2902** IMM Practicum
- IMM 2802** IMM Seminar
- IMM 2603** Collaborative Project

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Fifth Semester

- ENG 111** College Writing II
- PHL (100 Level)**
- ART 112** Foundations in Design
- Foreign Language**
- ART 101** Academic Drawing
- Art 150** History of Western Art I
- Social & Behavioral Science** course if needed

Sixth Semester

- CORE 379:** What is Justice?
- ART 151** History of Western Art II
- ART 203** Observational Drawing
- ART 262** Color Theory & Production
- Foreign Language (111 Level)**
- ART 207** Graphic Design I: Image & Text
- ART 204** Typography

Seventh Semester

- History** course if needed
- THL (100 Level)**
- ART 325** Contemporary Art & Design
- ART 266** Portfolio Review
- ART 331** Graphic Design II: Design Strategy through Identity, Brand, and Ad Campaign
- PHL (200 Level)**

Eighth Semester

- ART 333** Production for Graphic Design
- ART 498** Senior Exhibition
- THL (200 Level)**
- ART 380** Graphic Design III: Design for Interactivity & Web
- ART 480** Graphic Design IV: Design for Social Impact & Responsibility
- ART 479 CORE:** The Role of the Artist/Designer in Contemporary Society

Notes: