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| **Student Name (First, Last):**       **Staff Initials:**       **Date:**       |
| Digital Entertainment Design and Production Degree  |
| **Associate of Applied Science – T Degree (AAS-T)** |
| **Admissions Date:** Fall and Spring quarters. |
| **Schedule:** Program hours for Quarter 1-4 are **typically 1pm-6pm** for DED courses. For 5th & 6th quarters class time for DED courses vary from 10:30am-1:00pm or 10:30am-6:00pm.  |
| **Contact email:** christopher.felch@cptc.edu **or** shawn.geary@cptc.edu  **Program Counselor:** Annemarie.solbrack@cptc.edu |
| **Prerequisites:** ENG 91 or equivalent prior to first quarter DED courses and Co-requisite of ENG 94 with first quarter DED courses.  |
| AAS-T Degree Option: | **Credits** |  |
| ***AAS-T Required General Education Courses*** |
| **COLL 102 College Success for All** *(required to be completed 1st quarter)* | 3 |       |
| **ENGL& 101 English Composition** *(pre-req ENG 094 or equivalent)* | 5 |       |
| **PSYC& 100DIV – or- SOC& 101DIV** *(pre-req ENG 094 or equivalent)* | 5 |       |
| **2nd Social Science, science, or humanities** |  |  |
| (Choose one):ART& 100, ASL& 121, ASL& 122, BIOL& 160, BIOL& 175, BIOL& 241, BIOL& 242, BIOL& 260, CMST& 220, CHEM& 110, CHEM& 121, CHEM& 131, GEOL& 110, HUM& 101, MUSC& 105, PHYS& 114, POLS& 202, PSYC& 100, PSYC& 200, PSYC& 220, SOC& 101. | 5 |       |
| **MATH& 107 Math in Society, *or* MATH& 141 Pre-calculus I, *or*  MATH& 146 Intro to Stats *or higher*** *(pre-req MAT 099 or equivalent)* | 5 |       |
|  ***AAS-T Required General Education Courses Total Credits*** | ***23*** |  |
| Technical Program Core Courses | **Credits** |  |
| Qtr.1 Starts Fall/Spring      |  DED 117 Introduction Video and Game Design | 4 |       |
|  DED 105 General Art | 3 |       |
|  DED 107 Digital Art I | 3 |       |
|  DED 102 Genre Studies | 3 |       |
|  **COLL 102 College Success for All** | 3 |       |
| Qtr.2Sum/Wint.      |  DED 139 Video and Game Creation I: Basic Production Tools  *(Pre-req DED 117 Introduction to Video & Game Creation)* | 4 |       |
|  DED 114 Digital Art II *(Pre-req DED 107-Digital Art I)* | 3 |       |
|  DED 177 Digital Photography  | 3 |       |
|  DED 108 screenwriting *(Pre-req ENG 094 or with Instructors Permission)* | 3 |       |
|  **General Education: ENGL& 101 English Composition I** |  |       |
| Qtr.3Fall/Spring      |  DED 151 Video and Came Creation II-Visual Design Tools  *(Pre-req DED 139-Video & Game Creation I-Basic Production Tools)* | 4 |       |
|  DED 137 Motion Graphics I *(Pre-req DED 11- Digital Art II)* | 3 |       |
|  DED 130 Storyboarding *(Pre-req DED 105-General Art)* | 3 |       |
|  DED 149 3D Modeling I | 3 |       |
|  **General Education: Math& 141 Pre-calculus I , MATH& 146 Introduction to Statistics, or higher***(pre-req MAT 99 or equivalent)* | 5 |       |
| Qtr.4Sum/Wint.      |  DED 155 Video and Game Creation III-Intermediate Production Tools *(DED 151 Video Design Tools)* | 4 |       |
|  DED 153 Motion Graphics II *(Pre-req DED 137 Motion Graphics I)* | 3 |       |
|  DED 157 3D Modeling II *(Pre-req DED 149 3D Modeling I)*  | 3 |       |
|  DED 181 Entertainment Philosophy  *(Pre-req DED 102-Genre Studies; and co-requisite of PSYC&100 or SOC&101* | 3 |       |
|  **General Education: PSYC& 100 General Psychology *or* SOC& 100 Introduction to Sociology** | 5 |       |
| Qtr. 5Fall/Spring      |  DED 165 Video and Game Creation IV-Advanced Production Tools*(Pre-req DED 155-Video & Game Creation III-Intermediate Production Tools)* | 4 |       |
|  DED 173 3D Animation *(Pre-req DED 157-3D Modeling II)* | 3 |       |
|  DED 138 Advanced Development Tools  *(Pre-req DED 165 Video and Game Creation IV: Advanced Production Tools)* | 4 |       |
|  DED 176 3D Modeling III *(Pre-req DED 157-3D Modeling II)* | 3 |       |
|  **General Education: 2nd Social Science, science, or humanities. Please choose from list above** | 5 |       |
| Qtr. 6Sum/Winter      |  DED 169 Video and Game Creation V-Advanced Design Theories*(Pre-req DED 165-Video & Game Creation IV-Advanced Production Tools)*  | 4 |       |
|  DED 183 Interactivity Guidance | 3 |       |
|  DED 175 Development Project *(Pre-req DED 165-Video and Game Creation IV)* | 4 |       |
|  DED 161 Capstone/Internship  *(Pre-reqs DED 165-Video and Game Creation IV and DED 138-Advance Development Tools)* | 3 |       |
| ***Total Technical Credits*** | ***80*** |  |
| ***Total Credits for Degree Completion*** | ***103*** |  |
| Identify additional preparatory math or English courses you may need to take: If placement scores are below English 91 and/or Math 92, contact the Adult Basic Education (ABE) for classes, Building 10 (253) 589-5702 |
|  **Developmental Math Pathway** |
| * MAT 092 Pre-Algebra ***(must complete prior to MAT 105, MAT 103)***
 | 5 |       |
| * MAT 094 Introduction to Algebra
 | 5 |       |
| * MAT 99 Intermediate Algebra ***(must complete prior to MATH& 107, MATH& 141, MATH& 146)***
 | 5 |       |
| **Developmental English** |
| * ENG 091 Basic Reading & Writing
 | 5 |       |
| * ENG 094 Advanced Reading & Writing
 | 5 |       |
| Quarterly Self Planning Grid |
| **Quarter 1**       | **Quarter 2**       | **Quarter 3**       | **Quarter 4**       |
| Class:       | Class:       | Class:       | Class:       |
| Class:       | Class:       | Class:       | Class:       |
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| Class:       | Class:       | Class:       | Class:       |
| **Quarter 5**       | **Quarter 6**       | **Quarter 7**       | **Quarter 8**       |
| Class:       | Class:       | Class:       | Class:       |
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| Class:            | Class:       | Class:       | Class:       |
| **Notes:**       |

***\*Please check in periodically with Advising and Counseling regarding any potential changes to program course requirements***