|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **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.2  Sum/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.3  Fall/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.4  Sum/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. 5  Fall/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. 6  Sum/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: | | | | |
| Class: | | Class: | Class: | Class: | | | | |
| Class: | | Class: | Class: | Class: | | | | |
| **Quarter 5** | | **Quarter 6** | **Quarter 7** | **Quarter 8** | | | | |
| Class: | | Class: | Class: | Class: | | | | |
| Class: | | Class: | Class: | Class: | | | | |
| 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***