

Student Name: (First, Last)	Student EMPL #:	Date:
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Total Units: 97	Total Cost: www.cptc.edu/feelists	Target Start Date:	Target Grad. Date:	Staff Initials:
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Important Information For Educational Planning

- **Program Enrollment Requirements:** Enrollment in or successful completion of ENG 091
- **Program Schedule:** Most DED classes are offered on campus face-to-Face. The exact schedule will vary by term, some courses are online or hybrid (a combination of face-to-face and online learning)
- **Program Starts:** Fall and Spring Terms.
- **Program class times:** Program hours for Quarter 1-4 are typically 1pm-6pm for DED courses. For 5th and 6th quarters class time for DED courses vary from 10:30am-1:30pm or 10:30am-6:00pm.
- **Social Science must be completed before or during 4th quarter**

Program Courses		Units	Status	Term Units
Term 1 FALL/SPRG	DED 117 Introduction Video and Game Design	4		16
	DED 105 General Art	3		
	DED 107 Digital Art I	3		
	DED 102 Genre Studies	3		
	COLL 102 College Success for All	3		
Term 2 SUM/WINTR	DED 139 Video and Game Creation I: Basic Production (<i>pre-req DED 117</i>)	4		18
	DED 114 Digital Art II (<i>pre-req DED 107</i>)	3		
	DED 177 Digital Photography	3		
	DED 108 Screenwriting (<i>pre-req ENG 94 or Instructor Permission</i>)	3		
	ENG& 101 English Composition, -or- CMST& 220 Public Speaking	5		
Term 3 FALL/SPRG	DED 151 Video and Game Creation II: Visual Design Tools (<i>pre-req DED 139</i>)	4		18
	DED 137 Motion Graphics I (<i>pre-req DED 114</i>)	3		
	DED 130 Storyboarding (<i>pre-req DED 105</i>)	3		
	DED 149 Modeling I	3		
	MAT 105 Math for Indstr. Prof., -or-, MAT 103 Business Math or any Math 100 or above	5		
Term 4 SUM/WINTR	DED 155 Video and Game Creation II: Intermediate Production Tools (<i>pre-req DED 151</i>)	4		18
	DED 153 Motion Graphics II (<i>pre-req DED 137</i>)	3		
	DED 157 3D Modeling II (<i>pre-req DED 149</i>)	3		
	DED 181 Entertainment Philosophy (<i>pre-req DED 102 and co-req Social Science</i>)	3		
	PSYC& 100^{DIV} General Psych. -or- SOC& 101 Intro. to Sociology	5		
Term 5 FALL/SPRG	DED 165 Video and Game Creation IV: Advanced Production Tools (<i>pre-req DED 155</i>)	4		14
	DED 173 3D Animation (<i>pre-req DED 157</i>)	3		
	DED 138 Advanced Development Tools (<i>pre-req DED 155</i>)	4		
	DED 176 Modeling III (<i>pre-req DED 157</i>)	3		
Term 6 SUM/WINTR	DED 169 Video and Game Creation V: Advanced Design Theories (<i>pre-req DED 165</i>)	4		14
	DED 184 Interactivity Guidance	3		
	DED 280 Portfolio Creation	4		
	Choose one: DED 275 Internship or DED 270 Development Project (<i>Pre-req's DED 165 and DED 138</i>)	5		

Status Key: X=Completed course, TR= Transferred course, IP= In Progress **Note:** Unit=Credit

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