

COMPUTER DESIGN, ANIMATION AND GAME DESIGN - A.A.S.

College of Applied and Technical Studies

cats@kent.edu
www.kent.edu/cats

Description

The Associate of Applied Science degree in Computer Design, Animation and Game Design provides students with coursework in design, animation, game design and virtual reality. Computer-aided design (CAD) is used throughout the program for computer modeling and multimedia development. This program prepares students for entry-level positions as technical illustrators, drafter/designer technicians in business and computer animation and game design industries, as well as in the field of multimedia development.

The degree program articulates with the CAD for Manufacturing undergraduate certificate, the Bachelor of Science degree in Engineering Technology and other select bachelor's degrees at Ken State.

Fully Offered at:

- Tuscarawas Campus

Admission Requirements

The university affirmatively strives to provide educational opportunities and access to students with varied backgrounds, those with special talents and adult students who graduated from high school three or more years ago.

Kent State campuses at Ashtabula, East Liverpool, Geauga, Salem, Stark, Trumbull and Tuscarawas, and the Regional Academic Center in Twinsburg, have open enrollment admission for students who hold a high school diploma, GED or equivalent.

For more information on admissions, contact the Regional Campuses admissions offices.

Program Learning Outcomes

Graduates of this program will be able to:

1. Demonstrate entry-level skills in design, animation, game design and virtual reality
2. Demonstrate comprehensive skills in drafting/designing and multimedia development
3. Understand professional engineering and ethical responsibilities with illustrations with real-world cases
4. Demonstrate an ability for effective oral, graphic and written communication
5. Recognize the need for and an ability to engage in lifelong learning

University Requirements

All students in an applied or technical associate degree program at Kent State University must complete the following university requirements for graduation.

NOTE: University requirements may be fulfilled in this program by specific course requirements, please see Program Requirements for details.

Code	Title	Credit Hours
	Destination Kent State: First Year Experience	1
	Course is not required for students with 25 transfer credits, excluding College Credit Plus, or age 21+ at time of admission.	
	Kent Core (see table below)	15
	Total Credit Hour Requirement	60
	Some associate degrees require students to complete more than 60 credit hours.	

Kent Core Requirements

Kent Core Composition (KCMP)	3
Kent Core Mathematics and Critical Reasoning (KMCR)	3
Kent Core Humanities and Fine Arts (KHUM/KFA)	3
Kent Core Social Sciences (KSS)	3
Kent Core Basic Sciences (KBS/KLAB)	3
Total Credit Hours:	15

Program Requirements

Major Requirements

Code	Title	Credit Hours
Major Requirements (courses count in major GPA)		
ARTS 14000	DRAWING I	3
MAGC 11003	SOLID MODELING	3
MAGC 12000	2D GRAPHICS	3
MAGC 12001	MODELING AND TEXTURING I	3
MAGC 22004	MODELING AND TEXTURING II	3
MAGC 22005	MULTIMEDIA AND GAME DESIGN	3
MAGC 22010	DIGITAL SCULPTING	3
MERT 12000	ENGINEERING DRAWING	3
or TECH 13580	ENGINEERING GRAPHICS I	
Major Electives, choose from the following:		9
ARTS 14001	DRAWING II	
IT 20021	C# PROGRAMMING	
MAGC 22000	2D COMMUNICATION	
MAGC 22001	MODELING FOR ARCHITECTURE	
MAGC 22095	SPECIAL TOPICS IN COMPUTER ANIMATION AND GAME DESIGN TECHNOLOGY	
MERT 12001	COMPUTER-AIDED DESIGN	
Additional Requirements (courses do not count in major GPA)		
BMRT 11000	INTRODUCTION TO BUSINESS	3
or BUS 10123	EXPLORING BUSINESS	
COMM 15000	INTRODUCTION TO HUMAN COMMUNICATION (KADL)	3
ENG 20002	INTRODUCTION TO TECHNICAL WRITING	3
or ENG 20021	INTRODUCTION TO CREATIVE WRITING	
IT 20001	C++ PROGRAMMING	3
or IT 20011	JAVA PROGRAMMING	

MATH 11010	ALGEBRA FOR CALCULUS (KMCR)	3
UC 10097	DESTINATION KENT STATE: FIRST YEAR EXPERIENCE	1
Kent Core Composition		3
Kent Core Humanities and Fine Arts		3
Kent Core Social Sciences		3
Kent Core Basic Sciences		3
Minimum Total Credit Hours:		61

Graduation Requirements

Minimum Major GPA	Minimum Overall GPA
2.000	2.000

Roadmap

This roadmap is a recommended semester-by-semester plan of study for this major. However, courses designated as critical (!) must be completed in the semester listed to ensure a timely graduation.

Semester One		Credits
ARTS 14000	DRAWING I	3
BMRT 11000	INTRODUCTION TO BUSINESS	3
or	or EXPLORING BUSINESS	
BUS 10123		
MAGC 12000	2D GRAPHICS	3
MERT 12000	ENGINEERING DRAWING	3
or	or ENGINEERING GRAPHICS I	
TECH 13580		
UC 10097	DESTINATION KENT STATE: FIRST YEAR EXPERIENCE	1
Kent Core Requirement		3
Credit Hours		16
Semester Two		
IT 20001	C++ PROGRAMMING	3
or IT 20011	or JAVA PROGRAMMING	
MAGC 11003	SOLID MODELING	3
MATH 11010	ALGEBRA FOR CALCULUS (KMCR)	3
Major Elective		3
Kent Core Requirement		3
Credit Hours		15
Semester Three		
COMM 15000	INTRODUCTION TO HUMAN COMMUNICATION (KADL)	3
ENG 20002	INTRODUCTION TO TECHNICAL WRITING	3
or	or INTRODUCTION TO CREATIVE WRITING	
ENG 20021		
MAGC 12001	MODELING AND TEXTURING I	3
Major Elective		3
Kent Core Requirement		3
Credit Hours		15
Semester Four		
MAGC 22004	MODELING AND TEXTURING II	3
MAGC 22005	MULTIMEDIA AND GAME DESIGN	3
MAGC 22010	DIGITAL SCULPTING	3
Major Elective		3
Kent Core Requirement		3
Credit Hours		15
Minimum Total Credit Hours:		61