

Animation and Game Design

Bachelor of Science Degree

Lower Division General Education Courses (39.0 credit hours)

Credit hours in parentheses indicate the required number of credit hours in each discipline.

Behavioral/Social Science (6.0 credit hours)

American History Pre 1876	3.0 credit hours
American History Since 1876	3.0 credit hours
Political Science	3.0 credit hours
*Introduction to Psychology	3.0 credit hours
*Sociology	3.0 credit hours

Communications (3.0 credit hours)

Speech	3.0 credit hours
--------	------------------

Computers (3.0 credit hours)

Introduction to Computers	3.0 credit hours
---------------------------	------------------

Economics (3.0 credit hours)

Microeconomics	3.0 credit hours
Macroeconomics	3.0 credit hours

English (6.0 credit hours)

*English Composition I	3.0 credit hours
*English Composition II	3.0 credit hours

Humanities/Fine Arts (6.0 credit hours)

*American Literature	3.0 credit hours
*English Literature	3.0 credit hours
Contemporary World Literature	3.0 credit hours

Mathematics (6.0 credit hours)

College Algebra	3.0 credit hours
College Mathematics	3.0 credit hours
Applications of Mathematics	3.0 credit hours
Statistics	3.0 credit hours

Natural Science (6.0 credit hours)

General Biology	3.0 credit hours
Advanced Biology	3.0 credit hours
Environmental Science	3.0 credit hours
General Physics I	3.0 credit hours
General Physics II	3.0 credit hours

*Courses must be completed with a grade of "C" or higher