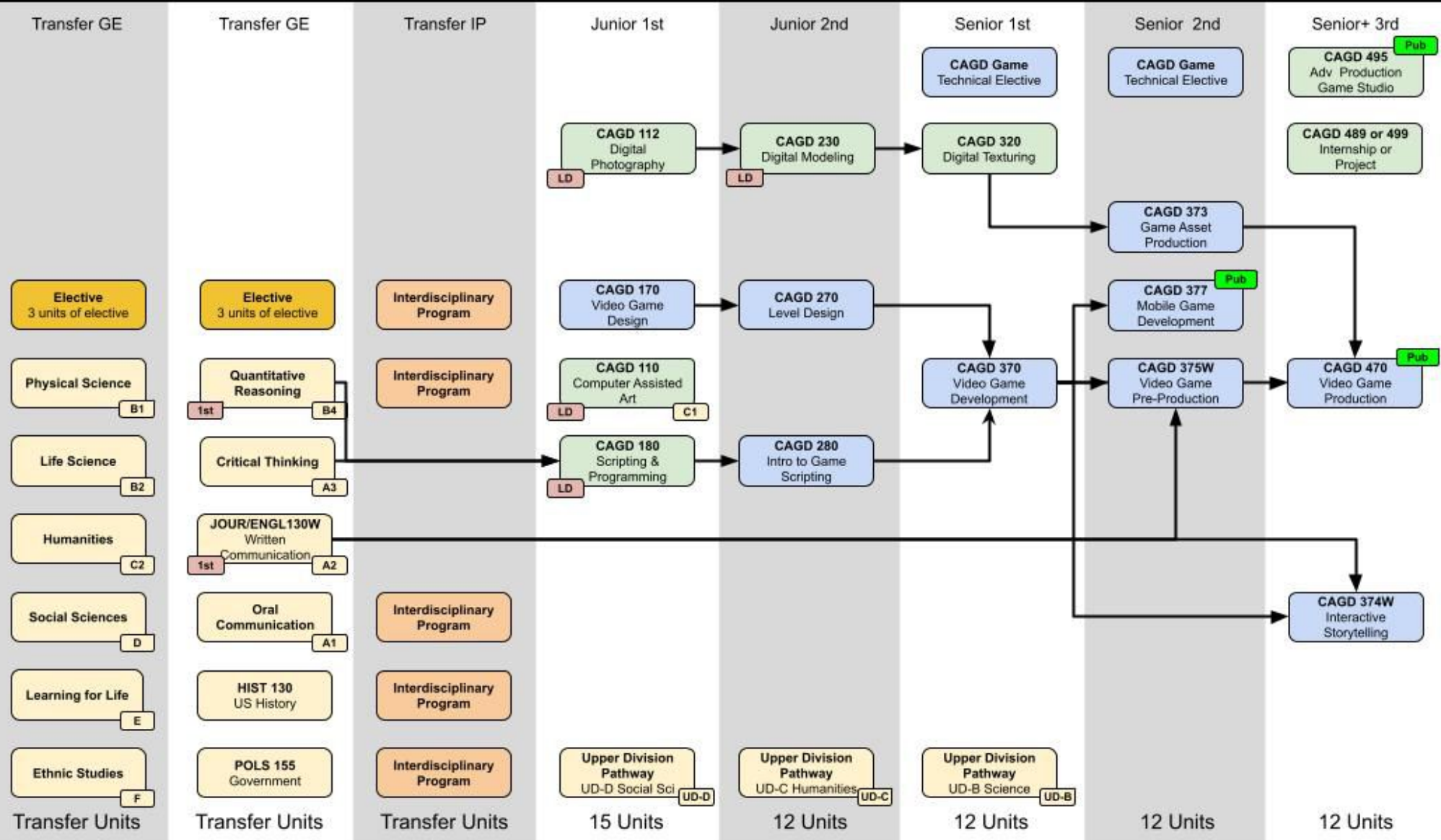


CAGD Game Development Transfer 5-Semester Flow



→ Arrows represent prerequisite classes. Must take the class on the left before you take the class on the right. All CAGD prerequisite must be completed with a C- or higher.

All CAGD Majors
All Game Dev
All Animation Prod
Animation Grouping
CGI Grouping
Interdisciplinary Program
General Education

LD You must complete CAGD 110, CAGD 112, CAGD 180, and CAGD 230 with a C- or better before you can take any upper division CAGD course (courses with numbers >= 300).

Pub CAGD courses in which team projects are published, thus it is best to not take more than one in a semester.

Interdisciplinary Program Interdisciplinary Program consists of five (5) courses from the Interdisciplinary pool (see Catalog) selected in consultation with your CAGD Advisor.

GE Small boxes General Education (GE) requirement (the requirement is listed in the box). **1st** GE A2 & B4 must be taken during the first year.

B3 Quantitative Reasoning for CAGD requires no specific course, consider MATH 101, FINA 101, MATH 105; a Computer Science Minor requires MATH 119 a requirement for CSCI 111 Your GE classes must include 1 Global Culture (GC), 1 United States Diversity (USD), 2 Writing Intensive (W) plus JOUR/ENGL 130W and CAGD 345W.

Revised 2022 05 04