Student Name: Click or tap here to enter text.   **Student ID:** Click or tap here to enter text.

Multimedia Technology
Associate of Applied Science (A.A.S.)
(Emphasis: Simulation and Game Design)
(Transfer to University of Arkansas Fort Smith)

DEGREE PLAN
2018-2019

Graduates of the Multimedia Technology **Simulation & Game Design Emphasis** will have the practical knowledge to enter the major animation fields of today's marketplace. This includes the video game industry, the emerging fields of 3D simulation (medical, architecture, etc.), and the film industry. Some of the industry relevant skills taught in this emphasis are: animation, environmental creation, programming, simulation, web development, game mechanics, and story crafting for games. The skills and knowledge demanded by the job market are provided to students through a strong applications-based technology curriculum.

Program Goal

Multimedia technology will provide essential industry specific entry-level training.

Program Outcomes

Students will demonstrate an ability to apply simulation and game design skills and applications for employment in the field.

General Information

- Developmental coursework may be required in addition to the courses required for this degree and/or certificate(s).
- A [P] indicates that a prerequisite is required before the course can be taken. Refer to the prerequisites table listed below the degree plan or the course description in the College Catalog to determine the prerequisite.

General Requirements

- This degree requires successful completion of 60 credit hours.
- All degree-seeking students are required to take Student Success. This course does not count toward credit requirements of associate degrees or certificates.
- A minimum 2.00 cumulative grade point average is required for graduation.

Developmental Coursework		Complete as required	
Course Number	Course Title	Required	Complete
MATH0113	Basic Math	☐	☐
MATH0133	Transitional Math I	☐	☐
MATH0233	Transitional Math II	☐	☐
CO0143	Introduction to Language Arts I	☐	☐
CO0243	Writing Workshop	☐	☐

Semester I (15 hours)			Complete as required	
Course Number	ACTS#	Course Title	Enrolled	Complete
[1]MM1003	N/A	Introduction to Multimedia	☐	☐
[1]MM1033	N/A	Introduction to 3D Modeling	☐	☐
[1]MM1233	N/A	Introduction to Animation	☐	☐
[1]MM1343	N/A	Introduction to Environmental Materials	☐	☐
[1]MM1213	N/A	Graphic Design I	☐	☐

Semester II (15 hours)			Complete as required	
Course Number	ACTS#	Course Title	Enrolled	Complete
[1]ENGL1113	ENGL1013	Composition I [P1]	☐	☐
[1]MM1133	N/A	Digital Image Making	☐	☐
[1]MM1353	N/A	Advanced Environmental Materials [P2]	☐	☐
[1]MM1173	N/A	3D Modeling II [P3]	☐	☐
[1]MM1363	N/A	Digital Sculpting	☐	☐

Semester III (15 hours)			Complete as required	
Course Number	ACTS#	Course Title	Enrolled	Complete
ENGL2213	ENGL2023	Technical Writing [P4]	☐	☐
MATH1063	MATH1003	College Math [P5]	☐	☐
MM2173	N/A	3D Modeling III [P6]	☐	☐
MM2363	N/A	Advanced Digital Sculpting [P7]	☐	☐
MM2193	N/A	Game Engine Development	☐	☐

Semester IV (15 hours)			Complete as required	
Course Number	ACTS#	Course Title	Enrolled	Complete
MM1113	N/A	Digital Illustration	☐	☐
MM2203	N/A	Story Writing for Games	☐	☐
CE2403	N/A	Internship	☐	☐
MM1233 **or** MM2613	N/A	☐Graphic Design II [P8] **or** ☐After Effects [P9]	☐	☐
ECON2203 **or** ECON2103 **or** PSYC2003 **or** SOC2003	ECON2103 ECO2203 PSYC1103 SOCI1013	☐Prin of Macroeconomics [P10] **or** ☐Prin of Microeconomics [P11] **or** ☐General Psychology **or** ☐Intro to Sociology	☐	☐

ACTS Course Numbers

The Arkansas Course Transfer System (ACTS) contains information about the transferability of courses within Arkansas public colleges and universities. Students are guaranteed the transfer of applicable credits and equitable treatment in the application of credits for admissions and degree requirements. Go to http://acts.adhe.edu for more information.

PREREQUISITES

P1	ACT 19 or higher (or equivalent score on alternate test) or successful completion of CO0143-Intro to Language Arts I and/or CO0243-Writing Workshop.	☐
P2	MM - Introduction to Environmental Materials.	☐
P3	MM1033-Introduction to 3D Modeling.	☐
P4	ENGL1113-Composition I.	☐
P5	ACT 19 or higher (or equivalent score on alternate test) or successful completion of MATH0113-Basic Math and/or MATH0133-Tranitional Math 1.	☐
P6	MM1173-3D Modeling II.	☐
P7	MM-Digital Sculpting.	☐
P8	MM1213-Graphic Design I.	☐
P9	MM1133-Digital Image Making and MM1203-Field Production & Editing.	☐
P10	Eligible for ENGL1113-Composition I and MATH1023-College Algebra.	☐
P11	Eligible for ENGL1113-Composition I.	

[1]Indicates Technical Certificate in **Simulation & Game Design.**	Date Awarded:

Advisor Notes:

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