Mohawk Valley Community College — Digital Animation					SUNY Polytechnic Institute — Interactive Media & Game Design				
Course #	Course Title	SUNY Gen Ed		Credits Granted	Course #	Equivalent Course Title	SUNY Gen Ed		Credits Accepted
ED100	College Seminar			1	FYS101	First Year Seminar			1
FA100	Creativity in Art			3	IDS102	Arts and Culture			3
FA101	General Drawing			3	ART 135	Drawing			2
CG133	Introduction to Animation			3	COM 213	Intro to Digital Media			3
EN101	English 1: Composition	X		3	ENG 101	College Composition	X		3
GD145	Digital Applications 1			3	COM 106	Intro to Digital Media			3
	Physical Education			.5		Elective Credit			.5
FA103	Figure Drawing 1			3	ART 140	Painting – Technique & Style			3
CG134	Digital Applications for the Animator			3	COM 108	Digital Media Studio			3
CG144	Digital Animation 1			3	ART 110	2D Design			3
CG147	Sculptural Procedures for the Animator			3	ART xxx	Art Elective credit			3
EN102	English 2: Ideas & Values in Literature	X		3	ENG 110	Intro to Literature	X		3
	Physical Education			.5		Elective credit			.5
CG145	Digital Animation 2			3	COM 309	Machinima and 3D animation			3
CG146	Storyboarding			3	COM 242	Intro to Video Production			3
CG231	Advanced Animation Techniques			3	ART xxx	Art Elective Credit			3
MA108	Concepts in Mathematics	X		3	Gen Ed-Math	General Education-Mathematics	X		3
	GE Course (See "A" below)	X		3		Gen Ed Credit	X		3
	Physical Education			.5		Elective Credit			.5
CG233	Animation Production Workshop			3	COM 319	Asset Production			3
CG234	Professional Practices for the Animator			3	COM 414	Adv. Digital Graphic Design			3
	GE Humanities Elective (See "B" below)	X		3	Gen Ed-Hum	General Education-Humanities	X		3
	GE Natural Science (See "C" below)	X		4	Gen Ed-Nat Sci	General Education-Natural Science	X		4
	GE Social Science Elective (See "D" below)	X		3	Gen Ed-Soc Sci	General Education-Social Science	X		3
	Physical Education			.5		Elective Credit			.5
					COM 302	Professional Presentations			4
					COM 350 or 340	Visual Thinking and Writing or Writing/Production in New Media			4
					COM 239	Gamification Theory			4
					COM 219	Introduction to Video Game Design and Culture			4
					COM 380	Critical Perspectives			4
					COM 419	Video Game Design Studio			4
					COM 320	Information Design			4
						General Elective			4
					COM 429	Advanced Video Game Design Studio			4
					Art Track Selection				4
						General Elective			4
						General Elective			4
					COM 499	Portfolio Design			4
						Unrestricted Elective			4
						Unrestricted Elective			4
						Unrestricted Elective			3
		Total Credits Eligible for Transfer		64			Total Transfer Credits Applied to Program		61
							Total Credits Required after Transfer		63

Total Credits Required for Degree: 124

A.) GE Course: Students can choose any General Education course. Suggested to take an American History, Western Civilization, Other World Civilization or Foreign Language General Education course

B.) GE Humanities Elective (choose one): Suggested to take either HU 187, HU 188, HU 204 or HU 205

C.) GE Natural Science (choose one): BI 103, BI 105, BI 141, BI 216, CH 101, CH 131, CH 141, GL 100, GL 101, GL 102, PH 112, PH 141, PH 151, PH 261 or WE 101

D.) GE Social Science (choose one): AN 101, GE 101, PS 101, PY 101 or SO 101