

NAME:

EFFECTIVE DATE FALL 2020
GENERAL EDUCATION VERSION 2188

KUTZTOWN

UNIVERSITY

DEGREE REQUIREMENTS

GENERAL EDUCATION

Use this checklist to plan your degree program. Meet every semester with your academic advisor to be sure that you are taking course that are required to attain the degree you are seeking. Discuss your goals and choose courses that will help you attain them. Get the most out of your education by taking advantage of everything Kutztown University has to offer.

STUDENT LEARNING OUTCOMES (SLO)

Upon completion of the requirements for the General Education Program, students will be able to:

- 1 communicate clearly and effectively orally and in writing.
- 2 apply scientific and quantitative reasoning to solve problems and increase knowledge.
- 3 apply skills in critical analysis and reasoning for the interpretation of data
- 4 engage critically with creative or artistic works
- 5 demonstrate the ability to retrieve, interpret, evaluate and use information
- 6 analyze the role of values, ethics, diversity, and multiple perspectives in local and global society
- 7 demonstrate an understanding of various models for the development of the whole person
- 8 explore concepts, ideas, and methods from a variety of disciplines

TOTAL GENERAL EDUCATION CREDITS 42-45FIND A FULL EXPLANATION OF THE GENERAL EDUCATION PROGRAM AT
WWW.KUTZTOWN.EDU

FIRST YEAR SEMINAR: DISCOVERING COLLEGE

CREDITS
REQUIRED **3**THESE COURSES MEET SLO **5** & **7**CREDITS
EARNED

COURSE NUMBER

COURSE NAME

GR

CR

FYS 100**FIRST YEAR SEMINAR**

TRANSFER STUDENTS TRANSFERRING 15 CREDITS OR MORE AND NOT TRANSFERRING AN FYS OR FYE COURSE MAY SELECT ANY APPROVED GENERAL EDUCATION COURSE TO MEET THEIR FYS REQUIREMENT

TRANSFER ELECTIVE:

A COMMUNICATING WITH AND ABOUT THE WORLD

CREDITS
REQUIRED **12**THESE COURSES MEET SLO **1** & **5**CREDITS
EARNED

COURSE NUMBER

COURSE NAME

GR

CR

1 COMPOSITION 100 LEVEL**2** COMPOSITION 200 LEVEL**3** SPEAKING**4** ANY WRITING (A2) OR SPEAKING COURSE (A3) OR FROM THE APPROVED LISTCOURSES IN CATEGORIES B, C, & D MUST BE TAKEN OUTSIDE THE STUDENT'S MAJOR.
THE MAJOR IS DEFINED AS THE PREFIX THAT IDENTIFIES THE MAJOR.
CONCOMITANT REQUIREMENTS MAY BE TAKEN TO MEET GENERAL EDUCATION REQUIREMENTS.

B UNDERSTANDING SELF & OTHERS

CREDITS
REQUIRED **9**THESE COURSES MEET SLO **3** & **6**CREDITS
EARNED

COURSE NUMBER

COURSE NAME

GR

CR

1**2****3**

C UNDERSTANDING SCIENCE & TECHNOLOGY

CREDITS
REQUIRED **9-12**THESE COURSES MEET SLO **2** & **3**CREDITS
EARNED

COURSE NUMBER

COURSE NAME

GR

CR

1 SCIENTIFIC INQUIRY**2** QUANTITATIVE REASONING**3** ANY COURSE APPROVED FOR C1 OR C2

D UNDERSTANDING & CREATING IDEAS

CREDITS
REQUIRED **9**THESE COURSES MEET SLO **4** & **6**CREDITS
EARNED

COURSE NUMBER

COURSE NAME

GR

CR

1**2****3**

PROGRAM CODE UVPAAPD	COLLEGE OF VISUAL AND PERFORMING ARTS
EFFECTIVE DATE FALL 2020	
VERSION NUMBER 2208	
APPLIED DIGITAL ARTS	
<i>B A C H E L O R O F F I N E A R T S</i>	
STUDENT:	STUDENT ID NUMBER:

Foundations		
COURSE	CR	GRADE
FAR 015: DRAWING I	3	
ART 031: 2D DESIGN	3	
FAR 016: DRAWING II	3	
ART 032: 3D DESIGN	3	
CDE 010: DIGITAL FOUNDATION	3	
TOTAL CREDITS:	15	


Core Program		
COURSE	CR	GRADE
APD 141: INTRO TO VISUAL STORYTELLING	3	
FAR/ART 182: INTRO TO TIME BASED MEDIA	3	
APD 231: INTRO TO 2D ANIMATION	3	
APD 171: INTRO TO 3D MODELING AND RENDERING	3	
CSC 120: INTRO TO CREATIVE GRAPHICAL CODING	3	
APD 240: INTRO TO 3D ANIMATION	3	
FAR 151: INTRO TO LIFE DRAWING	3	
APD 303: SENIOR SEMINAR	3	
TOTAL CREDITS:	24	

Art History		
COURSE	CR	GRADE
ARH 027: HISTORY OF ANIMATION	3	
APD 302: DIGITAL FUTURES	3	
ARH 024, 025, 026, ARH 124, 125, OR 126, CDH 150 OR CDH 151	3	
ANY COURSE WITH AN ARH PREFIX	3	
TOTAL CREDITS:	12	

Specialization		
<i>STUDENTS WILL SELECT ONE PRIMARY ADVANCED DISCIPLINE AND TAKE 12 CR (SEE NEXT PAGE FOR OPTIONS). ADDITIONALLY STUDENTS WILL SELECT A SECONDARY ADVANCED DISCIPLINE AND TAKE 3 CR (SEE NEXT PAGE FOR OPTIONS).</i>		
COURSE	CR	GRADE
	3	
	3	
	3	
	3	
	3	
TOTAL CREDITS:	15	

Electives		
<i>STUDENTS WILL TAKE 6 CR FROM THE FOLLOWING PREFIXES- APD, ARH, CDE, CFT, CSC, CTM, FAR, FAS, AND 6 CR FROM THE ELECTIVE MENU</i>		
ART ELECTIVES	CR	GRADE
	3	
	3	
ELECTIVES		
	3	
	3	
TOTAL CREDITS:	12	

ADMISSION TO ANIMATION AND CONCEPT ART: AN ART TEST OR PORTFOLIO REVIEW IS REQUIRED FOR ENTRANCE INTO THE ANIMATION AND CONCEPT ART PROGRAM FROM HIGH SCHOOL. TRANSFER STUDENTS ARE REQUIRED TO SUBMIT A PORTFOLIO OF WORK FOR ENTRY INTO THE ANIMATION AND CONCEPT ART PROGRAM. PLEASE CONTACT THE ADMISSIONS OFFICE. INTERNAL TRANSFER STUDENTS ARE REQUIRED TO PRESENT A PORTFOLIO. PLEASE SPEAK TO THE DEPARTMENT SECRETARY FOR INSTRUCTIONS.

GRADUATION REQUIREMENTS						
		REQUIRED	✓		REQUIRED	✓
	GENERAL EDUCATION REQUIREMENTS	42				
	PROGRAM CREDITS	78		QPA	2.0	
	TOTAL CREDITS	120				

PROGRAM CODE
UVPAAPD

EFFECTIVE DATE
FALL 2020

VERSION NUMBER
2208

COLLEGE OF VISUAL AND PERFORMING ARTS

APPLIED DIGITAL ARTS

B A C H E L O R O F F I N E A R T S

STUDENT:

STUDENT ID NUMBER:

Specialization Tracks STUDENTS WILL COMPLETE 12 CR IN ONE PRIMARY DISCIPLINE AND 3 CR IN A SECONDARY DISCIPLINE

CONCEPT ART

COURSE	CR	GRADE
APD 341: VISUAL STORYTELLING STUDIO 1	3	
APD 342: VISUAL STORYTELLING STUDIO 2	3	
APD 343: VISUAL STORYTELLING STUDIO 3	3	
APD 344 VISUAL STORYTELLING STUDIO 4	3	
TOTAL CREDITS:	12	

3D Modeling and Rendering

COURSE	CR	GRADE
APD 351: 3D MODELING AND RENDERING STUDIO 1	3	
APD 352: 3D MODELING AND RENDERING STUDIO 2	3	
APD 353: 3D MODELING AND RENDERING STUDIO 3	3	
APD 354: 3D MODELING AND RENDERING STUDIO 4	3	
TOTAL CREDITS:	12	

Animation

COURSE	CR	GRADE
APD 361: ANIMATION STUDIO 1	3	
APD 362: ANIMATION STUDIO 2	3	
APD 363: ANIMATION STUDIO 3	3	
APD 364: ANIMATION STUDIO 4	3	
TOTAL CREDITS:	12	

Game Development

COURSE	CR	GRADE
CSC 220: OBJECT-ORIENTED MULTI-MEDIA PROGRAMMING	3	
CSC 240: FUNDAMENTALS OF GAME DEVELOPMENT	3	
CSC 320: GAME DEVELOPMENT I	3	
CSC 423: GAME DEVELOPMENT II	3	
TOTAL CREDITS:	12	

Studio Concentration STUDENTS WILL SELECT ONE STUDIO CONCENTRATION AND TAKE 18 CR. (SEE NEXT PAGE FOR OPTIONS.)

COURSE	CR
APD 148: GAME DESIGN AND PROTOTYPING	3
APD 271: 3D PROTOTYPING	3
APD 300: LEVEL STUDIOS	3
CDE 130: TYPOGRAPHY	3
CDE 140: INTRO TO INTERACTIVE DESIGN	3
CDE 151: INTRO TO ILLUSTRATION	3
CDE 252: DIGITAL ILLUSTRATION	3
CDE 366: MOTION GRAPHICS WORKSHOP	2
CDE 346: MOTION GRAPHICS II	2
CDE 347: INTERACTIVE SPACES	2
CDE 348: VR/AR/MIXED REALITY	2
CDE 349: PHYSICAL COMPUTING	2
CFT 121: CERAMICS I	3
CFT 141: TEXTILES AND MATERIAL STUDIES	3
COM 201: STORYTELLING	3
COM 243: SOCIAL GAMES AND COMMUNICATION	3
COM 266: MONSTERS AND MYTH IN POPULAR CULTURE	3
CTM 50: AUDIO PRODUCTION	3
CTM 70: SCRIPTWRITING	3
CTM 160: CINEMATOGRAPHY	3
ENG 119: AMERICAN GENRE FILM	3
ENG 144: COMIC STUDIES	3
ENG 145: THE FAIRY TALE	3
FAR 111: INTRO TO PAINTING	3
FAR 141: INTRO TO PRINTMAKING	3
FAR 161 OR 162: INTRO TO PHOTO	3
FAR 171: INTRO TO SCULPTURE	3
FAR 220: TOPICS IN DRAWING	3
FAR 307: THE VISUAL JOURNAL	3
FAS 300-LEVEL STUDIO COURSE	3

Applied Digital Arts Course Progression

BFA four year plan 15 credits each semester. If you only take 12 credits each semester your degree will take FIVE years to complete.

Freshman	Sophomore	Junior	Senior
FALL SEMESTER			
FAR 015 Drawing 1 ART 031 2D Design CDE 010 Digital Foundations Art History / Gen Ed Gen Ed	APD 141 Intro to Visual Storytelling APD 171 Intro 3D Modeling APD 231 Intro to 2D Animation Gen Ed Gen Ed	Advanced Studio Second area advanced studio Art History / Gen Ed Gen Ed Gen Ed	Advanced Studio Art Elective Elective Menu Gen Ed Gen Ed
SPRING SEMESTER			
FAR 016 Drawing 2 ART 032 3D Design CSC 120 Intro Creative Graphical Coding Art History / Gen Ed Gen Ed	APD 240 Intro to 3D Animation FAR 182 Intro to Time-based media FAR 151 Intro to Life Drawing ARH 27 History of Animation Gen Ed	Advanced Studio Art Elective APD 302 Digital Futures Gen Ed Gen Ed	Advanced Studio APD 303 Senior Seminar Elective Menu Gen Ed Gen Ed