

**McHenry County College and DePaul University**  
**AAS Degree in Digital Media to BS in Computer Games Development**  
**Game Programming and Product & Design Concentration**

DePaul University  
 1 E. Jackson  
 Chicago, IL 60604  
<http://www.Depaul.edu>

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**Admission Criteria**

- 30 or more transferable semester hours – 2.0 cumulative GPA based on transferable college-level work and in good standing at previous college/university attended
- Fewer than 30 semester hours – 2.0 cumulative GPA based on transferable college-level work, in good standing at previous college/university attended, high school transcript, and ACT/SAT scores. Applications evaluated on high school and college work.

**Additional Information**

- Only courses with a grade of C- or higher will apply to the major and to WRD103/104 (MCC's ENG151 and 152)
- Admission GPA is based on transferable college-level work from all schools attended.
- Maximum of 66 credits from a community college will apply toward DePaul degree
- Application deadlines (applications postmarked during the priority filing periods may have an advantage when space is limited):
  - Autumn Quarter: January 1 – July 15; deadline – August 1
  - Winter Quarter: June 1 – November 15; deadline – November 1
  - Spring Quarter: October 15 – March 15; deadline – March 1
  - Summer Quarter: February 1 – May 1; deadline – May 1

**This agreement will be honored under 2010/11 and 2011/2012 academic catalogs.**

<b>Requirements for the AAS in Digital Media to BS in Computer Games Development</b>		
<b>General Education Core</b>	<b>Credits</b>	<b>Courses</b>
Communications	6	____ ENG151 Composition I (grade of C or better) ____ ENG152 Composition II (grade of C or better)
Mathematics, Physical or Life Sciences <b>NOTE: MAT175 should be completed prior to transferring</b>	5	____ (5) MAT175 Calculus with Analytic Geometry I (Prerequisite – MAT165, will satisfy AAS degree requirement but will not apply toward degree at DePaul.)
Social & Behavioral Sciences	3	____ Select 1 course from following: ANT151, 155; ANT170; ECO251, 252; GEG 202, 203, 204; HIS131, 132, 141, 165, 171, 172; PLT150, 151, 251, 55,261, 281; PSY151, 175, 250, 255, 260; SOC151, 251
Humanities & Fine Arts	3	____ Select 1 course from following: PHI 251; SPE155
<b>Program Core Requirements</b>	20	____ (2) CIS 110 Computer Literacy      ____ (3) DGM 123 Digital 2D Design ____ (3) CIS 117 Intro to Programming      ____ (3) DGM 125 Digital Drawing 1 ____ (3) DGM 100 2D Animation      ____ (3) DGM 259 Digital Project ____ (3) DGM 110 Game Design 1      Mgmt
<b>Program Electives</b>	24	Complete following elective options: ____ (3) CIS 211 Intern Programming      ____ (3) DGM 205 3D Modeling & ____ (3) DGM 150 Digital Storytelling      Animation 2 ____ (3) DGM 160 3D Game Dev 1      ____ (3) DGM 210 Game Design 2 ____ (3) DGM 200 3D Modeling &      ____ (3) DGM 230 Internet Game Animation 1      Programming ____ (3) DGM 260 3D Game Dev 2
<b>Total AAS Degree Credits</b>	61	

**In addition to courses required for the AAS degree, complete the following courses prior to transfer.**

DePaul will accept 66 semester hours from MCC. The following courses are not required in MCC’s AAS degree; however, it is recommended that they be completed prior to transferring.

- **Game Programming** - Calculus w/Analytic Geometry II is a DePaul requirement. It is **highly** recommended that MAT245 be completed prior to transferring to DePaul.
- **Production and Design** – Select two additional courses: one course from the SSMW category and one course from the UP category.
  - **SSMW** (Self, Society and the Modern World):ANT151, 170; ECO251, 252; GEG202, 203, 204; PLT150, 151, 151, 251, 255, 261, 281; PSY151, 175, 250, 255, 260; SOC151, 251
  - **UP** (Understanding the Past): ANT155; HIS131, 132, 141, 165, 170, 171, 172

**Complete at DePaul**

**Game Programming Option**

Liberal Studies – 10 courses  
 GD105 Intro to Visual Design  
 CSC393 Data Structures in C++  
 ANI230 3D Design and Modeling  
 CSC373 Computer Systems I  
 CSC374 Computer Systems II  
 GAM350 Physics for Game Developers  
 GAM374 Fundamentals of Game Programming I  
 GPH321 Computer Graphics Development I  
 GPH329 Computer Graphics Development II  
 GAM376 Artificial Intelligence/Computer Games  
 GAM377 Fundamentals of Game Programming II  
 GPH389 Real-Time Graphics Techniques  
 GAM394 Game Development Project I  
 GAM395 Game Development Project II

**Production and Design Option**

Liberal Studies – 10 courses  
 Major Elective – 1 course  
 ANI101 Animation for non-majors  
 GD105 Intro to Visual Design  
 GAM230 Intro to Game Production  
 GAM250 Digital Sound for Computer Games  
 GAM341 Intro to Level Design  
 ANI230 3D Design and Modeling  
 ANI231 Animation  
 GAM374 Fundamentals of Game Programming I  
 IM220 Interactive Media I  
 WRD204 Technical Writing  
 GAM333 The Business of Games  
 GAM394 Game Development Project I  
 GAM395 Game Development Project II

**My MCC Education Plan**

Term _____ _____ _____ _____ _____	Term _____ _____ _____ _____ _____	Term _____ _____ _____ _____ _____
Term _____ _____ _____ _____ _____	Term _____ _____ _____ _____ _____	Term _____ _____ _____ _____ _____