

Student ID: _____

Student Name: _____

Advisor Name: _____

<http://catalog.aacc.edu>

Catalog: 2019-2020 CATALOG

Program Name: Planner for Explore Visual Arts

PLANNER FOR EXPLORE VISUAL ARTS

TOTAL CREDIT HOURS: 60

PURPOSE: The courses on this planner are designed to lead students to a major listed in the chart below. The listed majors may prepare for career entry or for transfer to 4-year colleges. Students who are interested in a 'Career Entry Major' but intend to transfer to a four-year college must consult with Academic Advising and may need to follow a transfer agreement (see Transfer Services.)

CODE: AA.TRANSFER.ART

Career Entry Majors (A.A.S)

- Game Development
- Graphic Design
- Media Production
- Web Design

Transfer Majors (A.A.)

- Art History and Museum Studies
- Game Art and Design
- Photography
- Studio Arts
- Graphic and Web Design
- Film Studies

TERM 1

| COURSE NAME | CREDITS | TERM TAKEN | GRADE |
|---|----------------|------------|-------|
| ENGLISH Choose one (1) English course from the following: <ul style="list-style-type: none">• ENG 101 - Academic Writing and Research 1• ENG 101A - Academic Writing and Research 1 | 3 Credit Hours | | |
| MATHEMATICS Choose one (1) Mathematics course from the following: <ul style="list-style-type: none">• MAT 100 - The Nature of Mathematics• MAT 133 - Finite Mathematics• MAT 135 - Statistics | 3 Credit Hours | | |

| COURSE NAME | CREDITS | TERM TAKEN | GRADE |
|---|----------------|------------|-------|
| <p>WELLNESS</p> <p>Choose one (1) Wellness General Education course from the approved list.</p> | 3 Credit Hours | | |
| <p>ART</p> <p>Choose one (1) of the following Art courses: Note: These courses satisfy Arts & Humanities General Education Requirement</p> <ul style="list-style-type: none"> ART 100 - Two-Dimensional Design (Applies to all majors except Film Studies) ART 160 - Video 1 (Applies only to Film Studies major) | 3 Credit Hours | | |
| <p>EXPLORE</p> <p>Choose one (1) EXPLORE course from the following: Note: Each explore course will meet a requirement only in the major(s) listed next to it.</p> <ul style="list-style-type: none"> ART 209 - History of Western Art 1 (Photography, Studio Arts, Graphic and Web, Art History and Museum Studies) ART 106 - Digital Design (Game Development, Graphic Design, Media Production, Web and Interactive Design, Game Art and Design, Graphic and Web, Photography) ART 125 - Drawing 1 (Photography, Studio Arts, Graphic and Web, Art History and Museum Studies, Game Art and Design, Graphic Design) <p>Note: ART 106 satisfies the Technology Requirement for all majors.</p> | 3 Credit Hours | | |

TERMS 2-4

Below are the 45 credit hours of course requirements that should be met during Terms 2-4.

Students must meet with an Academic Advisor before choosing any of these classes:

3 credits of English General Education Requirement ENG 102 Academic Writing and Research 2, 3 credits Technology Requirement (ART 106 - Digital Design, if not taken in Term 1), 6 credits of Social & Behavioral Science GER (two different disciplines), 6-7 credits of Biological & Physical Sciences GER (including one lab), 3 credits of Arts & Humanities GER (other than ART), 12 credits from a single discipline, and electives. (Students must take the amount of elective credits to achieve a minimum of 60 credits that are required for this degree.)

RECOMMENDED COURSES:

Note: Each course will meet a requirement or elective only in the majors listed next to it.

- ART 102 - Three Dimensional Design (Game Art and Design, Photography, Studio Arts)
- ART 120 - Digital Photography 1 (Graphic Design, Media Production, Photography, Web Design)
- ART 121 - Black and White Photography (Graphic Design, Photography)
- ART 131 - Painting 1 (Photography, Studio Arts)
- ART 154 - 3D Computer Graphics (Game Art and Design, Game Development, Media Production)
- ART 158 - Game History (Game Art and Design, Game Development,)
- ART 160 - Video 1 (Film Studies and Media Production)
- ART 170 - Web Design 1 (Graphic and Web Design, Graphic Design, Web Design)
- ART 180 - Introduction to Film (Film Studies) ART 166 - Graphic Design 1: Fundamentals (Graphic and Web Design, Graphic Design, Media Production, Web Design)
- ART 200 - Drawing 2 (Studio Arts)
- ART 210 - History of Western Art 2 (Art History, Game Art and Design, Graphic and Web Design, Studio Arts)
- ART 212 - History of Photography (Art History, Photography)
- ART 247 - Lithographic Printmaking (Graphic Design, Graphic and Web Design, Studio Arts)

Or any Explore courses from Term 1