Student ID: _____

Student Name: _____

Advisor Name: _____

http://catalog.aacc.edu

Catalog: 2023-2024 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 four-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 English course from the following:** • ENG-101 - Academic Writing and Research 1 • ENG-101A - Academic Writing and Research 1	*3 Credit Hours*		
MATHEMATICS	**Choose one mathematics course from the following:** • MAT-100 - The Nature of Mathematics • MAT-133 - Finite Mathematics • MAT-135 - Statistics	*3 Credit Hours*		

COURSE NAME		CREDITS	TERM TAKEN	GRADE
WELLNESS	**Choose one wellness general education course from the approved list.**	*3 Credit Hours*		
ART	**Choose one of the following art courses:** **Note: These courses satisfy Arts & Humanities General Education Requirement** • ART-100 - Two-Dimensional Design (Applies to all majors except Film Studies)	*3 Credit Hours*		
EXPLORE	**Choose one EXPLORE course from the following:** **Note: Each Explore course will meet a requirement only in the major(s) listed next to it.** • ART-209 - History of Western Art 1 (Photography, Studio Arts, Graphic and Web, Art History, Game Art and Design, 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) Note: ART-106 satisfies the Technology requirement for all majors.	*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 general education requirement (two different disciplines), 6-7 credits of Biological & Physical Sciences general education requirement (including one lab), 3 credits of Arts & Humanities general education requirement (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)
• 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-155 – 2D Game Prototyping *OR* ART-157 – 3D Game Prototyping (Game Art and Design, Game Development)
• 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