

| PROGRAM REQUIREMENTS | Course | Hours | Grade |
| :---: | :---: | :---: | :---: |
| EN 101/ENGL 101 (ff needed for EN 102/ENGL 102 or EN 109/ENGL 103 |  | 3 |  |
|  | AR 115/ARTT 205 | 3 |  |
| AR 116/ARTT 116 or GD 116/GDES 116 |  | 4 |  |
|  | GD 134/GDES 134 | 3 |  |
|  | GD 140/GDES 140 | 4 |  |
|  | GD 216/GDES 216 | 4 |  |
|  | GD 240/GDES 240 | 4 |  |
|  | GD 242/GDES 242 | 4 |  |
|  | TR 110/TVRA 140 | 3 |  |
| PROGRAM ELECTIVE $\ddagger$ |  | 3 |  |
| PROGRAM ELECTIVE $\ddagger$ |  | 3 |  |
|  |  |  |  |

* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103 or program elective.
$\ddagger$ Although this degree is designed to be completed in 60 credits, there are some scenarios that could result in more than 60 credits being earned. For example, if a student wishes to take two four-credit electives, they would have a total of 62 credits; if they choose one four credit and one 3 credit elective they would have 61. If the student selects two 3-credit classes-or-one 4-credit and one 2-credit then they would earn a total of exactly 60 credits. Please see an advisor in the Graphic Design program. Choose from the following with a minimum total of 6 credits for the two selections:

2-credit elective options: CMSC 100, GDES 269, GDES 285.
3-credit elective options: ARTT 103, ARTT 105, ARTT 206, GDES 121, GDES 135, PHOT 161.

4-credit elective options: GDES 214, TECH 190, TECH 290, TECH 225.
Students whose focus is on Gaming should select from the CMSC / TECH courses listed above.

This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.
This degree is a career program and may not readily transfer to four year colleges/universities (except in special cases.) Visit transfer planning for more information.

