

AAS Simulation and Game Development - Programming Track at WTCC (73 credits transfer*) to BA in Simulation and Game Design at WPU

BA in Simulation and Game Design

Course Number	Credits	Take At	Notes
LibEd: ENG 313 Writing About Storytelling for Simulation	3	WPU	
LibEd: ENG 400L Senior Writing Lab	1	WPU	
LibEd: MAT 201 Statistics	3	WTCC or WPU	Can take MAT 152 at WTCC
LibEd: Social Science	3	WTCC or WPU	Can take PSY 150 at WTCC for Social Science Elective
LibEd: PHL 400 Senior Interdisciplinary Ethics Seminar	3	WPU	
LibEd: Critical Thinking about Culture and Society (Non-Western)	3	WTCC or WPU	
LibEd: COM 101 Public Speaking	3	WTCC or WPU	Can take COM 231 at WTCC as English elective
LibEd: PDS 300 Workplace Connections	1	WPU	
LibEd: PDS 490 Academic Internship	3	WPU	
ART 110 Drawing	3	WTCC or WPU	
ART 160 Art Appreciation	3	WTCC or WPU	Can take ART 111 at WTCC as Humanities/Fine Arts Elective
SGD 311 Simulation and Game Technology II	3	WPU	
SGD 322 3D Modeling and Animation	3	WPU	
COM 329 Imaging	3	WPU	
COM 420 Motion for the Screen	3	WPU	
SGD 411 Collaborative Simulation and Game Design	3	WPU	
SGD 422 Senior Project	3	WPU	
300+ level General Elective	1	WPU	
REMAINING CREDITS	48		
TOTAL CREDITS (AAS + BA)	121		

Notes:

*All credits from the AAS degree will transfer if a grade of C- or better is earned. A maximum of 90 transfer credits may apply to the WPU degree. Final determination of transfer credit rests with the WPU Registrar.

SGD 111 at WTCC (SGD 111 at WPU) and ENG 313 will double count between Liberal Education requirements and SGD Major. A maximum of two courses may double count.

Must meet all WPU graduation requirements as outlined in the Academic Catalog.

Students should consult with WPU Admissions before taking additional transfer credit.

See WPU Academic Catalog for courses that fulfill Liberal Education (LibEd) requirements and major electives.

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