

Articulation Agreement



AAS in Computer Information Systems, Game Development Option to BS in Game Programming or BA in Creative Arts and Technology/Game Design

Terms of the Agreement:

Cumulative GPA: 2.25 Overall Grade Point Average is required.

Transfer Credit: BC will accept 64 transfer credits with grade of "C" or higher.

Year: 2018

Terms: Application fee is waived.

NJ Transfer: Course-to-course equivalencies are available on NJ Transfer at www.njtransfer.org.

Contact Person: Kari Hawkins – Coordinator of Transfer Services and University Partnerships,
khawkins@ccm.edu, SCC 118

Course Guide:

CCM CIS Game Development majors should follow the CCM curriculum as outlined in Titan's Direct while using this guide to complete degree requirements.

Recommendations:

- Math/Science Technology: Take MAT 123 Pre-calculus
- Lab Science Elective: Choose from BIO 133, CHM 105, PHY 103, PHY 125/126, PHY 127/128, SCI 118
- Humanities: Choose from ART 114, ENG 115, ENG 224, MUS 143, MUS 150, MUS 258, ART 133, HIS 117, PHL 111, or PHL 115
- General Education Electives: Choose from ***PSY 113**, ECO 211, or additional ***Science** from list above.
- Technical Electives: Consider CMP 170, CMP 245, CMP 217 for direct equivalency.

[Click here to review full agreement including completion sequence.](#)

Transfer Services
973-328-5140 • SCC 118 • www.ccm.edu

Find Transfer Information under Quicklinks!

