

Articulation Agreement



**FAIRLEIGH
DICKINSON
UNIVERSITY**

AAS in Digital Media Technology or AAS in Computer Information Technology (Game Development) to BA in Film & Animation degree, Animation or Video Game Animation Concentration

Terms of the Agreement:

Cumulative GPA: 2.0 Overall Grade Point Average is required

Transfer Credit: Accept up to 63 credits. A grade of "C" or better is required in all courses.

Year: 2016

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

School: Becton College of the Arts and Sciences

Scholars Program: CCM graduates are eligible for the scholarship benefits of the Scholars Program, 40% discounted tuition for graduates– see agreement.

Contact Person: FDU – Robin Barkley, Professor of Animation, robin_barkley@fdu.edu, 973.443.8693

Course Guide:

CCM Digital Media Technology majors pursuing either the Animation or Video Game Animation Concentration at FDU should follow the curriculum checklist and take the Game Design Concentration for the Technical Emphasis (CMP 108 and MED 240).

CCM Game Development majors pursuing either the Animation or Video Game Animation Concentration at FDU should follow the curriculum checklist.

Animation Concentration or Video Game Animation choose 6 credits of the following technical electives:

- 3 credits – MED 119, CMP 239, or MED 110
- 3 credits – MED 210
- 3 credits – MED 240
- 3 credits – MED 113, CMP 244, or CMP 245

[Click here for full agreement.](#)

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

Find Transfer Information under Quicklinks!

