NEW MEDIA TECHNOLOGY - AAS (2071)

Placement results will determine College Level Readiness in English and Mathematics.

Division: Humanities and Bilingual Studies Division

Code	Title	Credits
General Education Requirements (22 Credits)		
Written & Oral Communication (6)		
ENG 101	College Composition I	3
ENG 102	College Composition II	3
or ENG 105	Technical Writing	
Quantitative/Scientific Knowledge, Skills & Reasoning (4)		
Select one of the following:		4
BIO 101, BIO 102, BIO 103, BIO 104, BIO 116, BIO 121, BIO 122, BIO 211, BIO 220, BIO 237		
CHM 101, CHM 102, CHM 103, CHM 104, GEO 101, GEO 102,		
PHY 101, PHY 102, PHY 103, PHY 104, PHY 105, PHY 113, PHY 114,		
MTH 100, MTH 101, MTH 103, MTH 113, MTH 119		
Society & Human Behavior (3)		
Select one of the following:		3
ANT 101, ANT 105, ECO 101, ECO 102, POL 104, PSY 101, PSY 102, PSY 219, SOC 101, SOC 108, SOC 219		
Humanistic Perspective (6)		
Select any English Literature course		3
Select one Visual & Performing Arts course:		3
ART 100, ART 101, ART 102, CIN 101, CIN 103, MUS 100, MUS 109, MUS 117		
Historical Perspective (3)		
Select any History (HST) course		3
Major Requirements (38 Credits)		
ART 107	Drawing I	3
ART 140	Introduction to Photography	3
ART 171	Animation Design	3
ART 205	Two Dimensional Design	3
ART 206	Three Dimensional Design	3
CMS 110	Fundamentals of TV Production	3
CMS 113	Writing for Film & Television	3
CMS 121	Fundamentals of Filmmaking	3
CMS 136	Audio Production	3
NMT 101	Interactive Multimedia Design	4
NMT 201	Advanced Interactive Design	4
NMT 202	Game Design and Applications	3
Total Credits		**60**

Notes:

1. For an explanation of why General Education courses are included in this Program, please refer to the Section on General Education for an explanation of its Purpose and Requirements.
2. This plan assumes the student is eligible to enroll in College Level Courses (designated as 100 +, e.g., ENG 101 College Composition I, HST 101 World Civilization I, MTH 100 Intro. to College Mathematics).