

SIMULATION ANIMATION & GAMING ARTICULATION AGREEMENT GUIDE

Macomb Community College – AAS in IT – Programming for Electronic Games

Eastern Michigan University – BS in Simulation, Animation and Gaming

Macomb Community College courses:**Eastern Michigan University courses:****Michigan Transfer Agreement (MTA) Requirements (30 credits)**

Students with an MTA endorsement on their community college transcript have satisfied EMU's General Education Core Requirements and will be required to complete only the General Education Application Requirements of one Perspectives on a Diverse World course, one Learning beyond the Classroom experience, and a writing intensive course in the major. Courses listed below for the MTA also satisfy major requirements at EMU. For courses approved to satisfy the MTA go to [Macomb's website](#).

A Course in English Composition

ENGL 1180 or 12103-4 WRTG 120 University Elective 3-4

1. A Course in English Composition or Communication

* ENGL 1190 or 12203-4 WRTG 121 Composition 2 (pre-req for COTS 300W) 3-4

2. A Course in Mathematics

MATH 1415 Precalculus I: College Algebra4 MATH 105 Gen Ed Quantitative Reasoning 4

3. Two Natural Science courses from different disciplines

Choose from the approved MTA list6-7 University Elective 6-7

4. Two Humanities/Fine Arts courses from different disciplines

Choose from the approved MTA list6 University Elective 6

5. Two Social Science courses from different disciplines

Choose from the approved MTA list6 University Electives 6

If needed, complete additional courses in any of the above categories to satisfy the 30 credit minimum for the MTA.**EMU's Perspectives on a Diverse World requirement: Complete one course from the following list:**

Courses on this list will satisfy an MTA area above: **Communication:** SPCH 2300; **Natural Science:** BIOL 1310; ENVS 1050; **Humanities:** ENGL 2800, 2810; INTL 2000, 2300, 2800; **Social Sciences:** ANTH 1000; ECON 2110; GEOG 2000; HIST 1260, 1700, 2375, 2420, 2520, 2650; INTL 2500, 2700; POLS 1600; or SOCY 2550; SOSC 2010

MCC IT-Programming for Electronic Games Requirements: (45 credits)

BCOM 2050 Business Communications4 MGMT 202 University Elective 4

ITWP 1000 Introduction to Web Programming3 CMT 336 University Elective 3

ITCS 1010 Computer & Information Processing Princ4 IS 215 University Elective 4

* ITCS 1950 Intro to Game Development4 SAG 105 Intro to Simulation, Animation, & Gaming (3)+1 4

* ITCS 2000 Game Programming in Direct X with C++4 SAGG 165 Introduction to Game Design (3)+1 4

ITCS 2050 Advanced Game Development4 SAG 000 University Elective 4

* ITCS 2060 Mobile Game Development3 SAG 215 Game Development & Planning (Restr Elective).... 3

* ITCS 2530 C++ Programming 14 COSC 246 sub for COSC 146 Applied Programming, Scripting4

ITCS 2550 C++ Programming 23 COSC 000 University Elective 3

* MACA 1160 Previsualization4 SAG 245 Story Development (3)+1 4

* MACA 1320 Introduction to Photoshop4 CMT 205 Digital Photography (3)+1 4

* MACA 2510 Introduction to 3D4 SAG 285 Studio I – Simulation (3)+1 4

EMU Requirements that May be Taken at MCC or EMU (17 credits)

* ARTT 1060 Basic Drawing 13 AD 123 Foundations Drawing I 3

* ARTT 1370 Color and Design 23 AD 000 sub for AD 122 Three Dimensional Design: 3

* ARTT 1360 Color & Design 1 or 10253 AD 121 Two-Dimensional Design 3

* MACA 1820 Design for the Web 1 (Elective credit)4 CMT 421 Web Publishing Technology (3+1) 4

* PRDE 1010 Design Principles4 SAG 175 Graphics for Simulation I (3)+1 4

Credits at Macomb: 92 Credits that apply to EMU program82

* Required for EMU's Simulation, Animation, and Gaming program. If not completed at MCC, must be completed at EMU.

1 Pre-requisite for COT 300W at EMU.

Sign up with us: If you let us know you are using this articulation agreement we can stay in touch with you and provide information and advising to you while you are still at your community college.

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**Completion of EMU's BS in Simulation,
Animation & Gaming****Major Requirements**

Required Courses	(42 credits)
SAG 155 Illustrator.....	3
SAG 225 Graphics for Simulation II	3
SAG 235 Introduction to Unity I.....	3
SAG 255 SAG Movement	3
SAG 275 Texturing & Mapping	3
SAG 295 SAG Rigging.....	3
SAG 305 Environmental Design	3
SAG 325 Principles of Animation	3
SAG 355 Lighting & Camera Techniques	3
SAG 375 Studio II	3
SAG 470 Simulation & Animation Dynamics.....	3
SAG 485 Senior Projects	3
SAGA 195 Hist & Contemp Approaches to Animation.....	3
¹ COTS 300W Researching & Writing: Tech Career Persp ..	3

LBC Requirement (0-3 credits)

EMU requires one Learning Beyond the Classroom (LBC) experience which may be credit bearing or non-credit bearing. See EMU's catalog for options that meet the requirement.

Credits at EMU:	42
Transfer Credits	82
*Credits to Graduate:	124

Sample sequence for completing the program:

Courses may not be offered every semester. Consult a program advisor to plan a program of study.

Semester 1	(12 credits)
SAG 155 F,W.....	3
SAG 225 F,W, pre-req: SAG 175	3
SAG 275 F,W, pre-req: CMT 205	3
SAGA 195 F,W.....	3
Semester 2	(12 credits)
SAG 235 F,W, pre-req: SAG 155 and SAGG 165	3
SAG 255 W, pre-req: SAG 105.....	3
SAG 305 F, pre-req: SAG 285.....	3
SAG 325 W, pre-req: SAG 295.....	3
Semester 3	(12 credits)
COT 300W F,W,S, pre-req: WRTG 121.....	3
SAG 375 F, pre-req: SAG 285.....	3
SAG 355 W, pre-req: CMT 205	3
SAG 470 F, pre-req: junior or senior standing	3
Semester 4	(6 credits)
SAG 295 W, pre-req: SAG 255 and 285.....	3
SAG 485 W, pre-req: SAG 470.....	3

¹ Satisfies EMU's Writing Intensive requirement

*A minimum of 124 credits is required to graduate. If a student does not transfer enough credits, additional credits will be required at EMU to satisfy the 124 credit minimum.

SIMULATION ANIMATION & GAMING ARTICULATION AGREEMENT GUIDEMacomb Community College – **AAS in IT – Programming for Electronic Games**Eastern Michigan University – **B.S. in Simulation, Animation and Gaming****Additional Information:**

1. Each institution will determine the satisfaction of their individual program and degree requirements. Both MCC and EMU agree to accept transferable courses from each other and from other regionally accredited institutions. MCC courses indicated with an * are required for EMU's BS in Simulation, Animation and Gaming. Substitutions for these courses must be approved by the EMU program coordinator.
2. Students with the MTA endorsement on their community college transcript have satisfied EMU's General Education Core Requirements and will be required to complete only the General Education Application Requirements of one "Perspectives on a Diverse World" course, one "Learning beyond the Classroom" experience, and a "Writing Intensive" course in the major. The Perspectives on a Diverse World requirement may be transferred to EMU.
To use the Michigan Transfer Agreement (MTA), students must have an official community college transcript, with the "MTA Satisfied" endorsement sent to EMU's Admissions Office. Students who do not have "MTA Satisfied" on their community college transcript, will be required to satisfy EMU's general education requirements as applied to transfer students. The MTA may be completed after admission to EMU, however, students should inform their advisors or they may be advised to complete additional courses for the general education program. If already on the transcript, the MACRAO designation will be accepted at EMU after August 2019.
3. A grade of "C" or better (2.0 on a 4.0 scale) is required for courses to transfer to either institution.
4. Under this agreement, EMU will waive the 60-hour rule and require that 30 hours are completed at EMU, with 15 hours in program requirements at the 300-level or above. Of the last 30 hours completed before graduating, a minimum of 10 credit hours must be in courses offered by EMU. A minimum of 124 credit hours, completed in-residence or accepted in transfer, is required for graduation.
5. Students must meet all admission requirements at the time of application for admission to EMU, including submitting transcripts from all previously attended colleges. Macomb students will receive equal consideration with other students for course registration and financial aid.
6. Students are encouraged to contact EMU's Simulation, Animation & Gaming Program Coordinator before applying to EMU. To facilitate advising and the evaluation of transcripts, sign up for this articulation agreement using the link <https://www.emich.edu/ccr/articulation-agreements/signup.php>, and bring a copy of this guide to all advising sessions.

Effective Dates: September 1, 2019 through August 31, 2022.

This is a renewal of an agreement made in February 2010 and renewed in January 2013. This agreement is consistent with the 2019-2020 catalog. Students have until summer 2027 to graduate from Eastern Michigan University following this agreement. In the event that a student does not complete the program within seven years, they may be required to have their credits reevaluated using the requirements of the current articulation guide.

Contacts:

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