

Background: B.A.S., Digital Animation and Game Design (DAGD) is designed as a multidisciplinary degree. Disciplines covered include 3D animation, programming, design, and business. Likely participants will have a desire for careers in animation, design, simulation, and programming. The digital animation concentration builds on the existing B.A.S. format. This format includes a required concentration for depth, an elective section that offers greater breadth in the discipline area, and general education requirements targeted toward courses serving employees in digital technology.

Entry into the Program: The Digital Animation & Game Design, B.A.S. is a course-specific degree completion program with a four-year sequence that begins promptly upon acceptance and enrollment. It is expected that students entering this technology intensive program already have solid foundation skills in dealing with personal computers (PC's). Individuals are encouraged to enter the program as a first-year student and be dually enrolled with **Lansing Community College**. Dual enrollment requires a student to be admitted to Lansing Community College and register there for the appropriate FSU-equivalent courses in this degree. Once accepted into the program, students are expected to enroll in FSU's Digital Animation courses, i.e. DAGD 100, 101, etc. A completed Associate Degree is not required to be admitted. While students with earned college credit may apply to the program, students are encouraged to apply as a freshman/first-year student. Students interested in the degree should set up an advising appointment with the DAGD advisor. Financial aid is available for dually enrolled students. Contact the Ferris financial aid counselors for more information.

Required Courses	Course Title	LCC Equivalent Courses	FSU S.H.	Grade
Requirements				
Foundation	DAGD 101	2D Visualization – Storyboards & Style Guides	ARTS 102 Design & Communication	3
	DAGD 102	Story Development for Film & Gaming	DMAC 261 - Scriptwriting	3
	DAGD 103	3D Visualization – 3D Drawing & Sculpture	ARTS 151 CG/ Illustration	3
3D Animation	DAGD 100	Introduction to Computer Animation	ARTS 234 CG/ 3D Animation I	3
	DAGD 230	Modeling & Animation (DAGD 100)	FSU-GR Class	3
	DAGD 335	Rendering, Lighting, & Materials (DAGD 100)	FSU-GR Class	3
	DAGD 375	Advanced Computer Graphics (DAGD 230, DAGD 335)	FSU-GR Class	3
Gaming	DAGD 150	Introduction to Game Design & Development	FSU-GR Class	3
	DAGD 300	Game Design & Theory (DAGD 150)	FSU-GR Class	3
	DAGD 310	User Interface Design (DAGD 150, GRDE 216, DAGD 260)	FSU-GR Class	3
Multimedia Application	DAGD 260	Multimedia Authoring I	ARTS 229 CG /Advanced Web Design.	3
	DAGD 420	Digital Visualization & Simulation (DAGD 230, DAGD 335)	FSU-GR Class	3
	DAGD 460	Multimedia Authoring II (DAGD 260, DAGD 300, DAGD 355)	FSU_GR Class	3
Web & Digital Imaging	GRDE 216	Electronic Imaging	ARTS 171 Digital Imaging	3
	GRDE 226	Webpage Design (GRDE 216)	ARTS 173 CG/ Web Design	3
Programming	DAGD 255	DAGD Programming I	FSU-GR Class	3
	DAGD 355	DAGD Programming II (DAGD 255)	FSU-GR Class	3
Digital Video	DAGD 180	Digital Video Editing (GRDE 216)	DMAG130 Digital Video Production	3
Business	APPS 301	Project Management	FSU-GR Class	3
	BLAW 321	Contracts & Sales	FSU-GR Class or LCC-LEGL 215	3
	MKTG 321	Principles of Marketing	FSU-GR Class or LCC-MKTG 200	3
Professional Development	DAGD 220	Sophomore Portfolio (DAGD 100, GRDE 216)	FSU-GR Class	3
	DAGD 340	Junior Project (DAGD 220, DAGD 230, DAGD 335)	FSU-GR Class	3
	DAGD 491	Applied Internship (DAGD 340)	FSU-GR Class	3
	DAGD 499	Capstone Course - Senior Project (DAGD 340, DAGD 420, DAGD 460)	FSU-GR Class	3
60 DAGD credits and a total of 66 Ferris credits are Required for a Ferris B.A.S. degree in Digital Animation and Game Design			Total Required Hours: 75	

Recommended Electives				
Programming	ISYS 110	Introduction to Programming	FSU-GR Class	3
	ISYS 204	Visual Basic Programming	FSU-GR Class	3
	ISYS 216	Introduction to Java	FSU-GR Class	3
	ISYS 212	C and C++ Programming	FSU-GR Class	3
	ISYS 312	Advanced C++ Programming	FSU-GR Class	3
	DAGD 320	Multiplayer Game Programming (DAGD 255, DAGD 355, DAGD300)	FSU-GR Class	3
Other LCC classes can be substituted on review				
Audio	MUSI 458	Music Technology	FSU-GR Class	3
CAD	DAGD 210	Computer Aided Design – 2D AutoCAD	FSU-GR Class	3
				Total Elective Hours: 9

General Education Requirements

Required Courses	Course Title FSU Prerequisites Shown in Parentheses ()	LCC Equivalent Courses	FSU S.H.	Grade
Communication Competence—12 Credits Required				
COMM 121	Fundamentals of Public Speaking	SPCH 130 – Fund. Public Speaking	3	
ENGL 150	English 1	WRIT 121 Composition I	3	
ENGL 250	English 2	WRIT/ENGL 122 Writing About Lit. and Ideas	3	
ENGL 311 or ENGL 321 or ENGL 325	Advanced Technical Writing Advanced Composition Advanced Business Writing	FSU-GR Class	3	
Scientific Understanding – 7 to 8 Credits Required This requirement may be met with science courses in the following areas: Astronomy, Biology, Chemistry, Geology, Physical Science or Physics.				
	Scientific Understanding Elective with Lab	PHYS 120 Art of Physics	4	
	Scientific Understanding Elective (Lab or Non-Lab)	Any other SCIENCE core course	3 or 4	
Quantitative Skills 4 Credits Required This requirement can be completed as follows: (1) complete LCC's MATH 118, (2) pass the College Algebra and Trigonometry CLEP exam, or (3) complete a math course higher than FSU's MATH 116 (LCC's MATH 118, 119, 120, 121, etc.).				
Math General Credit	Art of Geometry (this course meets the Ferris Quantitative Skills requirement)	MATH 118	3	
Cultural Enrichment – 9 Credits Required Credits can be earned in one or more subject areas; however, one three-credit course must be at the 200 level or higher. Select from the following subject areas: Art, Art History, any foreign language (French, German or Spanish at LCC), History, Humanities, Literature, Music, Philosophy (but not Logic), or Theatre.				
	Cultural Enrichment Elective	HUMS 212 History of Art II	4	
	Cultural Enrichment Elective	ARTS 131 Drawing	3	
	Cultural Enrichment Elective (200 level or above)	ARTS 106 Color theory & Practices	3	
Social Awareness – 9 Credits Required Subject areas include: Anthropology, Economics, Geography (but not Physical Geography; this course is considered a science elective), Political Science, Psychology or Sociology. Criteria: (1) One three-credit course must be 200-level or higher. (2) Must have two subject areas.				
	Social Awareness Elective	LCC Elective	3	
	Social Awareness Elective	LCC Elective	3	
	Social Awareness Elective (200 level or above)	LCC Elective	3	
The University requires that one or more general education courses meet the Global Consciousness and Race, Ethnicity and Gender (REG) criteria. Students can take one course that meets both the Global and REG requirement simultaneously. Some examples of LCC or FSU courses that can meet these criteria include:				
"G" Global and "REG" Race, Ethnicity and Gender Courses Under Social Awareness: ANTH 122 (ANTH 270 at LCC) – Introduction to Cultural Anthropology [G/REG] GEOG 100 (GEOG 200 at LCC) – Geography of World Regions [G/REG] GEOG 112 (No equiv. at LCC) – Cultural Geography [G/REG] *PLSC 323 – International Organization [G/REG] *PLSC 331 (POLS 260 at LCC) – Comparative World Governments [G/REG] *PLSC 341 (POLS 270 at LCC) – International Relations [G/REG] SOCY 225 (SOCL 254 at LCC) – Marriage and the Family [G/REG] *FSU PLSC Courses are taught in Grand Rapids primarily during the Summer Semester.		Global Courses Under Cultural Enrichment: Any foreign language course from LCC HIST 152 (No equiv. at LCC) – Western Civilization Since 1500 [Global only] HIST 373 (HIST 263 at LCC) – Twentieth Century Russia [Global only] MUSI 232 (No equiv. at LCC) – Introduction to Music Listening [Global only]		
REG Courses Under Cultural Enrichment: EN 270 ZZ (No equiv. LCC) – Multicultural Literature [REG only] LITR 202 (ENGL 260 at LCC) – Black Literature [REG only] PO 103 (No equiv. at LCC) – Introduction to Photography [REG only]		Additional REG Courses Under Social Awareness: PLSC 121 (POLS 121 at LCC) – American Government 1 [REG only] PSYC 150 (PSYC 200 at LCC) – Introduction to Psychology [REG only] PSYC 226 (PSYC 205 at LCC) – Lifespan Human Development [REG only] PSYC 341 (PSYC 221 at LCC) – Child Psychology [REG only] PSYC 342 (PSYC 222 at LCC) – Psychology of Adolescence [REG only] SOCY 121 (SOCL 120 at LCC) – Introductory Sociology [REG only] SOCY 122 (SOCL 255 at LCC) – Social Problems [REG only] SOCY 340 (SOCL 260 at LCC) – Minority Groups in America [REG only]		
A Minimum of 41 General Education Hours Required for FSU B.A.S. Degree				

NAME: _____ SS#: _____ DATE: _____ ADVISOR: _____