

The Digital Animation and Game Design program is focused on educating students in the latest tools and technology used to create digital and interactive content to offer a multitude of futures for its graduates, from 3D animation to simulation to game design. The required general education classes are targeted to future employees in digital technology as well as providing general knowledge and skills that will be useful in many aspects of life. The foundation classes provide depth of knowledge applicable to any digital technology field with classes in design, business, 3D animation, and programming. Students can further focus their studies by concentrating in areas of Game Development, 3D animation, or a general concentration that combines the strongest elements of digital media. Before graduating, all students will also complete an internship to give them the real-world experience and the people connections necessary to suNMCeed in their chosen profession.

Communication Competency Requirements

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
COMM 105 or COMM 121 or COMM 221 or COMM 251	Interpersonal Communication or Fundamentals of Public Speaking or Small Group Decision Making or Argumentation & Debate	3	BUS 155 or COM 111 or No Equivalent No Equivalent	Interpersonal Communications or Public Speaking No Equivalent No Equivalent	3-4 No Equivalent No Equivalent
ENGL 150	English 1	3	ENG 111	English Composition	4
ENGL 211 or ENGL 250	Industrial & Career Writing or English 2	3	BUS 231 or ENG 112 or ENG 220	Professional Communications or English Composition or Technical Writing	3 or 4 or 3
ENGL 311 or ENGL 321 or ENGL 323 or ENGL 325 or CATC Courses	Adv. Technical Writing or Adv. Composition or Proposal Writing or Adv. Business Writing or 2 CATC Courses + 1 Oral COMM Elective (200 FSU level or higher (excludes COMM 200 or 201) or 3 CATC Courses	3	No Equivalent No Equivalent No Equivalent No Equivalent	No Equivalent No Equivalent No Equivalent No Equivalent	No Equivalent No Equivalent No Equivalent No Equivalent

Quantitative Literacy Requirements

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
MATH 115	Intermediate Algebra	3	MTH 111	Intermediate Algebra	4

Natural Sciences Competency Requirements - Two courses are required with a minimum of 6 credits: must have at least one lab course.

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
Varies	Natural Sciences Elective	6	Varies	Varies	6

Culture Competency Requirements - Three courses are required with a minimum of 9 credits: must be from two different disciplines and have at least one 200 FSU level or higher course.

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
Varies	FSU General Education - Culture Electives	9	Varies	Varies	9

Self and Society Competency Requirements – Three courses are required with a minimum of 9 credits: must be from two different disciplines, have at least one 200 FSU level or higher course, and at least one Self and Society Foundation course.

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
Varies	FSU General Education – Self & Society Competency Electives	9	Varies	Varies	9

[Ferris State University General Education Program](#)

Students are encouraged to work with an advisor to select appropriate general education courses

Diversity - Competency met by 2 courses designated as Global and U.S. Diversity is satisfied by: These courses can be met through the Culture and Self and Society Competency requirements.

College Requirements – 81 Credits Required**Major Courses - 52 Credits Required**

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
DAGD 100	3D Modeling & Animation 1	3	No Equivalent	No Equivalent	No Equivalent
DAGD 103	3D Visualization - 3D Drawing & Sculpture	3	No Equivalent	No Equivalent	No Equivalent
DAGD 104	Digital Imaging	3	No Equivalent	No Equivalent	No Equivalent
DAGD 150	Introduction to Game Design	3	CIT 131	Game Development and Design	3
DAGD 155	Introduction to Coding for Games	3	No Equivalent	No Equivalent	No Equivalent
DAGD 201	Animation Preproduction	3	No Equivalent	No Equivalent	No Equivalent
DAGD 204	Digital Imaging for 3D	3	No Equivalent	No Equivalent	No Equivalent
DAGD 230	3D Modeling & Animation 2	3	No Equivalent	No Equivalent	No Equivalent
TDMP 243	Field Production	3	No Equivalent	No Equivalent	No Equivalent
DAGD 260	Multimedia Design	3	No Equivalent	No Equivalent	No Equivalent
DAGD 305	Portfolio	3	No Equivalent	No Equivalent	No Equivalent
DAGD 310	Interaction Design	3	No Equivalent	No Equivalent	No Equivalent
DAGD 315	Digital Media Productions	3	No Equivalent	No Equivalent	No Equivalent
BLAW 321	Contracts & Sales	3	BUS 261	Busniess Law 1	3
DAGD 340	Junior Project	3	No Equivalent	No Equivalent	No Equivalent
DAGD 491	Applied Internship	3	No Equivalent	No Equivalent	No Equivalent
DAGD 498	Seminar	1	No Equivalent	No Equivalent	No Equivalent
DAGD 499	Capstone	3	No Equivalent	No Equivalent	No Equivalent

Concentration – 21 Credits Required**Option One: 3D Animation and Visualization**

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
DAGD 280	Digital Sculpting	3	No Equivalent	No Equivalent	No Equivalent
DAGD 301	Animation Techniques	3	No Equivalent	No Equivalent	No Equivalent
DAGD 335	3D Modeling & Animation 3	3	No Equivalent	No Equivalent	No Equivalent
DAGD 345	Contemporary Tools/ Techniques	3	No Equivalent	No Equivalent	No Equivalent
DAGD 375	Adv. 3D - Character	3	No Equivalent	No Equivalent	No Equivalent
DAGD 385	Adv. Modeling & Animation- Vehicle & Structure	3	No Equivalent	No Equivalent	No Equivalent
DAGD 430	Digital FX	3	No Equivalent	No Equivalent	No Equivalent

Option Two: Game Development

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
DAGD 255	Game Programming 1	3	No Equivalent	No Equivalent	No Equivalent
DAGD 300	Level Design	3	No Equivalent	No Equivalent	No Equivalent
DAGD 302	Procedural Animation Techniques	3	No Equivalent	No Equivalent	No Equivalent
DAGD 320	Multiplayer Game Programming	3	No Equivalent	No Equivalent	No Equivalent
DAGD 355	Game Programming 2	3	No Equivalent	No Equivalent	No Equivalent
DAGD 420	Applied Digital Simulation	3	No Equivalent	No Equivalent	No Equivalent
DAGD 460	Web Game Development	3	No Equivalent	No Equivalent	No Equivalent

See page three for option three

Option Three: General

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
TDMP 136	Audio Production	3	AUD 111 or AUD 120 + AUD 121 or AUD 220 + AUD 230 or AUD 270	Studio Recording 2 or Digital Audio 1 and Digital Audio 2 or Digital Audio 3 and Live Sound 3 or Audio Tech Final Project	2
DAGD 255 or DAGD 280 or DAGD 300 or DAGD 301 or DAGD 302 or DAGD 320 or DAGD 335 or DAGD 345 or DAGD 355 or DAGD 375 or DAGD 385 or DAGD 420 or DAGD 430 or DAGD 460 or Varies	Game Programming 1 or Digital Sculpting or Level Design or Animation Techniques or Procedural Animation Techniques or Multiplayer Game Programming or 3D Modeling & Animation 3 - Rendering, Lights, & Materials or Contemporary Tools & Techniques or Game Programming 2 or Adv. 3D – Character or Adv. Modeling & Animation - Vehicle & Structure or Applied Digital Simulation or Digital FX or Multimedia 2 or Elective	18	No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent Varies	No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent Varies	No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent No Equivalent Varies

Electives - 8 Credits Required – Advisor Approval

FSU Course	FSU Course Title	FSU Cr. Hrs.	NMC Equiv.	NMC Course Title	NMC Cr. Hrs.
Varies	Varies – Advisor Approved	8	Varies	Varies	Varies

Total Credits Required for Degree					120 – 122
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Students seeking a Ferris DAGD degree must complete at least 60 credit hours within the School of Digital Media.

Program Delivery Locations and Contact Information:**Main Campus, Big Rapids****College of Education and Human Services****School of Digital Media**

(231) 591-2712 | [School of Digital Media Webpage](#)

Ferris Statewide – Grand Rapids

(616) 451-4777 | (800) 998-3425 | [Ferris Statewide Email](#)

[Transfer Partnerships Webpage](#)

*Select courses may be delivered online and/or in a mixed delivery format (i.e. a mix of online and face-to-face instruction at the Ferris Main Campus or at an off-campus location).

General Admission Criteria**Transfer Students**

- 2.00 Overall GPA (on a 4.0 scale)
- At least 12 credits, including an English and Mathematics course.
- All courses transferred in must be at least a C grade or higher, including courses used in the DAGD required core and recommended electives.

Advising Notes

It is recommended that potential applicants meet with an advisor to review the degree, course schedule, and have any questions answered prior to completing an application. Students who are completing the MTA may have different general education course requirements for the particular degree selected. Meeting with a Ferris advisor prior to the selection of general education or elective course work may reduce the chance of completing a course that will not apply toward the selected degree. Once admitted, students must continue to meet with an advisor as they work toward graduation.

Transfer Student Orientation

All new students to Ferris State University are required to complete an orientation.

Reverse Transfer Agreement

The Community College and Ferris have entered into a partnership in order to work collaboratively and creatively to increase student completion of associate and bachelor degrees. The partners work together to provide a seamless transfer experience and increase student retention and completion at both the community college and Ferris.

Michigan Transfer Agreement (MTA)

Ferris participates in the Michigan Transfer Agreement (MTA). This agreement will facilitate the transfer of general education requirements from one Michigan institution to another. Students may complete the MTA as part of a degree program or as a stand-alone package. The MTA consists of a minimum of 30 general education credit hours as identified by the college or university.

Students transferring to Ferris with the Michigan Transfer Agreement (MTA) and entering a degree program will have met a 30-hour block of lower-level general education courses. However, this does not exempt students from completing program specific prerequisites or higher-level general education course requirements. Students should contact their advisor regarding classes that meet the MTA.

Students must work with their Ferris advisor to declare a Minor or Concentration and for selection of Directed Electives.

Disclaimer

This is a guide for students who plan to transfer to Ferris State University. This guide is not intended to be a contract with Ferris. The information on this guide is subject to change. Students should contact their community college or Ferris to keep informed of changes. Final responsibility for verifying all transfer information lies with the student. Please refer to effective and/or revised date on the bottom of this guide.