Springfield College
Sequencing Guide
Computer Graphics/Digital Arts Major ▼ 2018-2019

If you entered Springfield College in 2018-2019, use this guide for sequencing your courses. Requirements are subject to change and may not be offered when listed. Use your online degree audit to verify your progress, and always confirm your plans with your advisor.

GenEd Requirements, Electives, and College Requirements

In addition to the major requirements listed below, you will need to fill the following General Education (GenEd) categories:

- Wellness - HLTH 100
- Literary Studies
- Spiritual and Ethical
- Quantitative Reasoning
- Natural Sciences
- Historical/Cultural
- Behavioral/Social Sciences
- International/Multicultural
- Social Justice
- Physical Activity
- 2nd Writing Across Curriculum Course

This major typically requires 53 credits to complete. In addition to the GenEd and major requirements listed, you must complete:

- **27 elective credits or more** (depending on GenEds selected) to total at least 120 credits
- The **residency requirement**—60 credits taken at Springfield College (including 15 of your last 30)

Major Requirements – Typical First-Year Schedule	
Fall:	**Spring:**
ENGL 113, College Writing I (GenEd requirement – 3 cr)	ENGL 114, College Writing II (GenEd requirement – 3 cr)
ARTS 103, Studio in Computer Graphics (3 cr – also fills Visual/Performing Arts GenEd)	ARTS 202, Computer Animation (3 cr)
ARTS 108, Studio in Drawing (3 cr)	ARTS 210, Figure Drawing (3 cr)
ARTS 111, Studio in Design (3 cr)	Plus other GenEds, major requirements with flexible timing, or electives (as applicable) to total 30 credits for the year
Plus other GenEds, major requirements with flexible timing, or electives (as applicable) to total approximately 15 credits	

Major Requirements – Typical Second-Year Schedule
Fall and/or Spring:
ARTS 231, 3-D Animation (3 cr)
Plus GenEds, major requirements with flexible timing, or electives (as applicable) to total 30 credits for the year

Major Requirements – Typical Third-Year Schedule
Fall and/or Spring:
There are no major requirements specifically recommended for your third year. Therefore you should take GenEds, major requirements with flexible timing, or electives (as applicable) to total 30 credits for the year

Major Requirements – Typical Fourth-Year Schedule
Fall and/or Spring:
ARTS 260, Advanced Studio in Computer Graphics (3 cr – strongly recommended to fill a selective option)
ARTS 386, Supervised Field Experience (9 cr)
Plus any outstanding major requirements, GenEds, or electives to total a minimum of 120 credits for your career

Additional Major Requirements – Flexible Timing

In general, 100- and 200-level courses can be taken 1st year or later; 300-level courses can be taken 2nd year or later. Check course descriptions for specific prerequisites.

ARTS 104, Creativity: Methods and Practices (3 cr)
ARTS 116, Studio in Painting (3 cr)
ARTS 190, Community Service Experience (2 cr)
ARTS 203, Advanced Desktop Design (3 cr)

*In addition, select **one** of the following courses (also fills Computing/Technology GenEd):*
CISC 165, Visual Programming Concepts (3 cr)
CISC 175, Introduction to Computer Science with C++ (3 cr)

*In addition, select **6 credits** from the following courses (ARTS 260 is strongly recommended as one option):*
ARTS 260, Advanced Studio in Computer Graphics (3 cr)
ARTS 232, Character Development for 3D Animation and Video Games (3 cr)
ARTS 233, 3-D Video Game Design (3 cr)
ARTS 320, Advanced Web Design (3 cr)
ARTS 330, Digital Sculpting and Surfacing (3 cr)
ARTS 340, Advanced Rigging and Animation (3 cr)

*In addition, select **one** of the following courses:*
ARTS 211, Studio in Sculpture (3 cr)
ARTS 223, Studio in Ceramics (3 cr)
ARTS 228, Three-Dimensional Design (3 cr)

*In addition, select **one** of the following courses (also fills one WAC requirement):*
ARTS 102, Arts and Ideas (3 cr)
ARTS 120, Contemporary Art (3 cr)
ARTS 217, Arts of Prehistory to the Renaissance (3 cr)
ARTS 218, Renaissance to Modern Art (3 cr)
ARTS 219, American Arts 1700-1900 (3 cr)
ARTS 221, Women Artists in History (3 cr)
ARTS 222, Asian Arts and Culture (3 cr)
ARTS 245, Contemporary Jewish Art (3 cr)

> CISC 120, Introduction to Programming Using Mobile Technology, is a strongly recommended elective (3 cr).

COMG Major – Program Standards

Program standards for the COMG major include, but are not limited to:
- Earn a 2.500 GPA or higher in all program requirements
- Earn a minimum cumulative GPA of 2.500
- Earn a C or better in all courses with an ARTS or ATPY prefix
- Present an individually designed resume, and a website portfolio of work or a disk of animation