UH ID:

## CREATIVE MEDIA 2022-23 Graduation Checklist for Windward Community College

## ACADEMIC SUBJECT CERTIFICATE (ACS) - 24 credits

The ASC in Creative Media will create a program that students wanting to focus on video game design or filmmaking will learn the foundational skills of their craft and produce a final project with professional equipment and conforming to professional standards. Upon completion of this 24-credit program, students will be prepared to launch their own entrepreneurial careers, to seek industry jobs or to pursue advanced academic study of their craft.

This certificate consists of a minimum of 24 total credits with three different tracks of emphasis: Video Game Design, Documentary Filmmaking, and Creative Filmmaking. See course descriptions for prerequisites.

This is not an official document. Check catalog for course description and prerequisite. Check course core designation at the Class Availability website. Course core designation may differ at the various UH campuses. See your academic counselor if you need help.

REQUIRED BASE COURSE - 3 credits      V      V      V      V      V      3        JOUR 150      Media and Society      V      V      V      V      3         REQUIRED COURSES FOR AREA OF EMPHASIS - 18 credits      V      V      V      V      S         Video Game Design      Introduction to Video Game Design      V      S      S         ART/CM 126      3D Computer Graphics I      V      V      S      S         CM 242      Video Game Design II (Take twice)      V      V      S      S        S        S        S        S        S       S        S        S        S       S       S       S       S       S       S       S       S       S       S       S      S      S      S			VIDEO GAME DESIGN	DOCUMENTARY FILMMAKING	CREATIVE FILMMAKING	COURSE	CREDIT	GRADE	TERM
REQUIRED COURSES FOR AREA OF EMPHASIS - 18 credits    Image: Construction of Video Game Design    Image: Construction of Construction of Digital Video    Image: Construction of Digital Video Game Design    Image: Construction of Digital Video Game Design<	REQUIRED BASE	COURSE – 3 credits							
Video Game Design  Image: Computer Graphics I  V  Image: Computer Graphics I    ART/CM 126  3D Computer Graphics I  V  3  Image: Computer Graphics I    CM 142  Introduction to Video Game Design  V  3  Image: Computer Graphics I    CM 242  Video Game Design II ( <b>Take twice</b> )  V  Image: Computer Graphics I  Image: Computer Graphics I    CM 272  Concepts in Game Design  V  Image: Computer Graphics I  Image: Computer Graphics I    Documentary Filmmaking  Image: Computer Graphics I  V  Image: Computer Graphics I  Image: Computer Graphics I    CM 272  Concepts in Game Design  V  Image: Computer Graphics I  Image: Computer Graphics I  Image: Computer Graphics I    Documentary Filmmaking  Image: Computer Graphics I  V  Image: Computer Graphics I  Image: Computer Graphics I    CM 220  Intermediate Digital Video (Take twice)  V  Image: Computer Graphics I  Image: Computer Graphics I    CM 200  Introduction to Digital Juriae  V  Image: Computer Graphics I  Image: Computer Graphics I    CM 200  Introduction to Digital Video  Image: Computer Graphics I  V  Image: Computer Graphics I    CM 120  Introduction to Creative Writing (Screenwriting)  Image: Computer Graphics I  Image: Compute							3		
ART/CM 126    3D Computer Graphics I    √    1    3									
CM 142    Introduction to Video Game Design II (Take twice)    V    Image: Constraint of the transmitted of transmitt		jn					-		
CM 242    Video Game Design II (Take twice)    \vee vee vee vee vee vee vee vee vee vee									
CM 271  Games and Gaming in Society  V  3	-				-				
CM 271Games and Gaming in Society CM 272 $\sqrt{1}$ $\sqrt$	CM 242	Video Game Design II (Take twice)							
CM 272    Concepts in Game Design    √    3    3      Documentary Filmmaking    Introduction to Digital Video    √    3	CM 071	Compo and Coming in Society							
Documentary Filmmaking    Improve the second secon									
CM 120    Introduction to Digital Video $$ 3			V		-		5		
CM 220    Intermediate Digital Video (Take twice)    Image: Comparison of the compa							3		
CM 255  Introduction to Cinema and Digital Media    CM/JOUR 286  Multimedia News Production    JOUR 200  Introduction to Multimedia Journalism    Creative Filmmaking  3    CM 120  Introduction to Digital Video    CM/202  Introduction to Creative Writing (Screenwriting)    CM 220  Intermediate Digital Video (Take twice)    CM 255  Introduction to Cinema and Digital Media    CM 255  Introduction to Cinema and Digital Media    CM 255  Introduction to Cinema and Digital Media    CM 255  Introduction to Acting for Camera    CM 295A  Careers in Video Game Design    CM 295B  Careers in Filmmaking			-	i,					
CM/JOUR 286    Multimedia News Production    √    3				Ń					
JOUR 200    Introduction to Multimedia Journalism    √    3    3      Creative Filmmaking    Introduction to Digital Video    √    3    6      CM 120    Introduction to Digital Video    √    √    3    6      CM/ENG 204C    Introduction to Creative Writing (Screenwriting)    √    √    3    6      CM 220    Intermediate Digital Video (Take twice)    √    √    3    6      CM 255    Introduction to Cinema and Digital Media    √    √    3    6      CM 255    Introduction to Acting for Camera    √    √    3    6      CM 255    Introduction to Acting for Camera    √    √    3    6      CM 295A    Careers in Video Game Design    √    ✓    3    6      CM 295B    Careers in Filmmaking    √    √    3    6	CM 255	Introduction to Cinema and Digital Media					3		
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CM/ENG 204C    Introduction to Creative Writing (Screenwriting)    Image: style sty									
CM 220    Intermediate Digital Video (Take twice)    Image: Constraint of the straint		-							
CM 255  Introduction to Cinema and Digital Media    CM/THEA 223  Introduction to Acting for Camera    CAPSTONE COURSE - 3 credits  Image: Comparison of Camera    CM 295A  Careers in Video Game Design    CM 295B  Careers in Filmmaking	CM/ENG 204C	Introduction to Creative Writing (Screenwriting)			$\checkmark$		3		
CM 255    Introduction to Cinema and Digital Media    √    3       CM/THEA 223    Introduction to Acting for Camera    √    √    3       CAPSTONE COURSE – 3 credits    ✓    ✓    ✓    3        CM 295A    Careers in Video Game Design    √    ✓    3         CM 295B    Careers in Filmmaking    √    ✓    3 <td< td=""><td>CM 220</td><td>Intermediate Digital Video (Take twice)</td><td></td><td></td><td></td><td></td><td>3</td><td></td><td></td></td<>	CM 220	Intermediate Digital Video (Take twice)					3		
CM/THEA 223    Introduction to Acting for Camera    ✓    3    3      CAPSTONE COURSE – 3 credits    ✓    ✓    0    0      CM 295A    Careers in Video Game Design    ✓    ✓    3    0      CM 295B    Careers in Filmmaking    ✓    ✓    3    0							3		
CM/THEA 223    Introduction to Acting for Camera    ✓    3    3      CAPSTONE COURSE – 3 credits    ✓    ✓    0    0      CM 295A    Careers in Video Game Design    ✓    ✓    3    0      CM 295B    Careers in Filmmaking    ✓    ✓    3    0	CM 255	Introduction to Cinema and Digital Media					3		
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CM 295A      Careers in Video Game Design      √      ✓      3        CM 295B      Careers in Filmmaking      √      √      3		-					-		
CM 295B Careers in Filmmaking $\sqrt{\sqrt{3}}$							3		
		-							
		Total Credits		, v	v		24		

CM-VGD, CM-DFLM, CM-CFLM

## Pre-Requisite Courses that are <u>outside</u> of the certificate program.

Track A: Video Game Design	
ART 112: Introduction to Digital Art	This course is the prerequisite for ART/CM 126. Complete ART 112 with a grade of "C" or better.
ENG 100: Composition I	When CM 271 is taught as a Writing Intensive (WI), prerequisite for WI is ENG 100: Composition I.
	Complete ENG 100 with a grade of "C" or better, or consent of instructor.

Track C: Creative Filmmaking	
ENG 100: Composition I	This course is the prerequisite for CM/ENG 204C: Introduction to Creative Writing (Screenwriting).
	Complete ENG 100 with a grade of "C" or better, or consent of instructor.
THEA 221: Acting I	This course is the prerequisite for THEA 223: Introduction to Acting for Camera. Complete THEA 221 with
	a grade of "C" or better, or consent of instructor.

Supporting Courses: In addition to the required courses for the certificate, the following courses are <i>encouraged</i> as they provide foundational skills							
that will strengthen and diversify any content creator's skill set.							
ACC 201	Introduction to Financial Accounting (3)	ICS 101	Digital Tools for the Information World (3)				
ART 101	Introduction to the Visual Arts (3)	ICS 107	Web Site Development (3)				
ART 107	Introduction to Photography (3)	ICS 119	Introduction to Social Media (3)				
ART 112	Introduction to Digital Art (3)	ICS 123	Introduction to Digital Audio/Video Production (3)				
ART 113	Introduction to Drawing (3)	ICS 203	Digital Image Editing (3)				
ART 114	Introduction to Color (3)	ICS 207	Building Web Applications (3)				
ART 115	Introduction to 2D Design (3)	ICS 215	Introduction to Scripting (3)				
ART 214	Introduction to Life Drawing (3)	JOUR 250	Media Writing (3)				
CM240	Introduction to Digital Music Production (3)	JOUR 287V	Newspaper Production (1-3)				
CM 280	Book Production: Pueo Literary and Art Journal (3)	MUS 240	Introduction to Digital Music Production (3)				
ENG 100	Composition I (3)	THEA 101	Introduction to Drama and Theatre (3)				
ENG 280	Book Production: Pueo Literary and Art Journal (3)	THEA 221	Acting I (3)				
		THEA 222	Acting II (3)				

## **Graduation Requirements**

 $\square$  2.0 cumulative grade point average.

Residency requirement: At least 20% of the required courses in the major area (the final credits) must be earned at the College. Under certain circumstances, this requirement may be waived upon request made to the Vice Chancellor of Academic Affairs.

□ Any one course can fulfill only one area.

Last day for graduation certification is the last day of instruction.