UH ID:

## CREATIVE MEDIA 2023-24 Graduation Checklist for Windward Community College

## ACADEMIC SUBJECT CERTIFICATE (ASC) - 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       √       √       √       √       3         JOUR 150       Media and Society       √       √       √       √       3         REQUIRED COURSES FOR AREA OF EMPHASIS - 18 credits       ✓       ✓       3         Video Game Design       ✓       ✓       ✓       3         ART/CM 126       3D Computer Graphics I       ✓       ✓       3         CM 142       Introduction to Video Game Design       ✓       ✓       3         CM 242       Video Game Design II (Take twice)       ✓       ✓       3         CM 271       Games and Gaming in Society       ✓       ✓       3         CM 272       Concepts in Game Design       ✓       ✓       3         Documentary Filmmaking       ✓       ✓       3       ✓         CM 120       Introduction to Digital Video       ✓       ✓       3       ✓         CM 220       Intermediate Digital Video (Take twice)       ✓       ✓       3       ✓	
REQUIRED COURSES FOR AREA OF EMPHASIS – 18 credits       Image: Constraint of the second secon	
Video Game Design       √       3         ART/CM 126       3D Computer Graphics I       √       3         CM 142       Introduction to Video Game Design       √       3         CM 242       Video Game Design II (Take twice)       √       3         CM 271       Games and Gaming in Society       √       3         CM 272       Concepts in Game Design       √       3         Documentary Filmmaking       ✓       3       ✓         CM 120       Introduction to Digital Video       √       3	
ART/CM 126       3D Computer Graphics I       V       3         CM 142       Introduction to Video Game Design       V       3         CM 242       Video Game Design II (Take twice)       V       3         CM 271       Games and Gaming in Society       V       3         CM 272       Concepts in Game Design       V       3         Documentary Filmmaking       V       3       1         CM 120       Introduction to Digital Video       V       3	
CM 142       Introduction to Video Game Design       √       3         CM 242       Video Game Design II (Take twice)       √       3         CM 271       Games and Gaming in Society       √       3         CM 272       Concepts in Game Design       √       3         Documentary Filmmaking       √       3       1         CM 120       Introduction to Digital Video       √       3       1	
CM 242       Video Game Design II (Take twice) $\sqrt{100}$ $3$ CM 271       Games and Gaming in Society $\sqrt{100}$ $3$ CM 272       Concepts in Game Design $\sqrt{100}$ $3$ Documentary Filmmaking $\sqrt{100}$ $3$ CM 120       Introduction to Digital Video $\sqrt{100}$ $3$	
CM 271Games and Gaming in Society $$ 3CM 272Concepts in Game Design $$ 3Documentary Filmmaking $$ 3CM 120Introduction to Digital Video $$	
CM 271       Games and Gaming in Society       √       3         CM 272       Concepts in Game Design       √       3         Documentary Filmmaking       ✓       3         CM 120       Introduction to Digital Video       √       3	
CM 272       Concepts in Game Design       V       3         Documentary Filmmaking       Image: CM 120       Introduction to Digital Video       V       3	
Documentary Filmmaking     Image: CM 120     Introduction to Digital Video     Image: Video	
CM 120 Introduction to Digital Video $\sqrt{3}$	
CM 255 Introduction to Cinema and Digital Media $\sqrt{3}$	
CM/JOUR 286 Multimedia News Production $\sqrt{3}$	
JOUR 200 Introduction to Multimedia Journalism $\sqrt{3}$	
Creative Filmmaking	
CM 120 Introduction to Digital Video $\sqrt{3}$	
CM/ENG 204C Introduction to Creative Writing (Screenwriting) $\sqrt{3}$	
CM 220 Intermediate Digital Video (Take twice) √ 3	
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CM 255 Introduction to Cinema and Digital Media	+
CM/THEA 223 Introduction to Acting for Camera	+
CAPSTONE COURSE – 3 credits	
CM 295A Careers in Video Game Design √ 3	
CM 295B Careers in Filmmaking $\sqrt{\sqrt{3}}$	+
Total Credits 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.

I rack 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)			
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## **Graduation Requirements**

- □ 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.
- $\hfill \ensuremath{\mbox{one}}$  Any one course can fulfill only one area.
- Last day for graduation certification is the last day of instruction.