

Appendix A - Transfer Course Equivalencies

1+3 Agreement - Effective dates: April 1, 2019 through March 31, 2022

Gorning Community College Game Design				SUNY Canton B.S.- Game Design & Development (2638)		
Semester	Course #	Course Name	Cr	Course #	Course Name	Cr
1	CSCS 1240	Structure and Object Oriented Problem Solving	3	CITA 152	Computer Logic	3
	ENGL 1010	English	3	ENGL 101	Composition and the Spoken Word (GER 10)	3
		<i>Lecture Capture via SUNY Canton</i>	3	GAME 110	Fundamentals of Game Design	3
	ARTS 1030	Drawing I	3	GMMD 101	Intro to Media Studies	3
	MATH 1413 or 1225	Pre-Calculus or College Mathematics II	3-4	MATH 121	College Algebra (GER 1)	4
	<i>Waived for transfer students</i>		FYEP 101	First Year Experience	1	
2	CSCS 1320	C/C++ Programming	4	CITA 180	Intro to Programming	4
	ENGL 1020	College Composition II	3	ENGL 202	Creative Non-Fiction	3
		<i>Lecture Capture via SUNY Canton</i>	3	GAME 130	Game Design and Prototyping	3
	SOCI 1010	Introduction to Sociology	3	SOCI 101	Intro to Sociology	3
	MATH 1510 or 1610	Fundamental Concepts of Calculus I or Calculus I	3-4	MATH	Math Elective	3
3				CITA 214	Database Apps and Concepts	3
				ENGL 221	Creative Writing	3
				GAME 210	Object-Oriented Design for Game Development	3
					Elective (GER 3, 4, 5, 6, 8, or 9)	3
					Elective (GER 3, 4, 5, 6, 8 or 9)	3
4				GAME 230	3D Modeling and Texturing	3
				GAME 240	3D Graphics for Game Development	3
				GAME 250	Game Mechanics and Dynamics	3
					Elective (GER 3, 4, 5, 6, 8, or 9)	3
					Elective (GER 3, 4, 5, 6, 8 or 9)	3
5				CITA 342	Visual Programming	3
				ENGL 301	Professional Writing	3
				GAME 350	Aesthetics and Immersion	3
					Liberal Arts Elective	3
					U/L Liberal Arts Elective	3
6				CITA 204	System Analysis Design	3
				ENGL 315	Short Fiction: The Art of the Tale	3
				GAME 370	Digital Media and Interaction	3
				GMMD 432	Virtual Worlds	3
					U/L Liberal Arts Elective	3
7				GAME 390	GAME Capstone I	1
				GAME 450	Mobile Game Development	3
				GMMD 420	Animation Techniques	3
				SOCI 250	Sociology of Mass Media	3
					U/L Liberal Arts Elective	3
8					U/L Liberal Arts Elective	3
				GAME 470	Emerging Gaming Applications	3
				GAME 490	GAME Capstone II	3
				GMMD 330	Web Design & Development	3
					U/L Liberal Arts Elective	3
				U/L Liberal Arts Elective	3	
Accepted Transfer Credit Total			31-33	SUNY Program Credit Total		124



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Additional Notes

*Fulfills writing intensive requirement

U/L = Upper Level Courses (300/400)

GER = General Education Requirement

STUDENT ELIGIBILITY: Graduates of Game Design program at Corning Community College must possess a **minimum cumulative grade point average of 2.0 on a 4.0 scale**. SUNY Canton assures acceptance for **Corning Community College students who have a cumulative GPA of 3.0 or better**. Students are encouraged to apply during their last semester at Corning Community College.

Program Contact

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Appendix A - Transfer Course Equivalencies

APPROVALS

Corning Community College:

Dr. Katherine P. Douglas
President

4-8-19

Date

Dr. L. Dean Fisher
Acting Provost

4-6-2019

Date

SUNY Canton:

Michael Newtown
Dean, Canino School of Engineering Technology

4/18/19

Date

Kathleen Mahoney
Curriculum Coordinator

4/18/19

Date

