

Valdosta State University and Wiregrass Georgia Technical College
 Course Articulation Agreement
 AAS in Gaming Development—Online BAS in Technical Studies

1. This joint agreement covers Wiregrass Georgia Technical College (WGTC) graduates of the AAS in Gaming Development who are accepted as candidates for the online program leading to the BAS in Technical Studies at Valdosta State University (VSU).
2. Valdosta State University will also accept general education core courses for transfer as specified in the articulation agreement between the University System of Georgia and accredited colleges of the Technical College System of Georgia.
3. The course list shown below may be amended by written agreement of the Deans of the schools at each college.

Area F

WGTC		VSU	
Course prefix, number, name	Credits	Area F credits accepted in transfer as an 18 semester hour block.	
CIST 1001 Computer Concepts	4		
CIST 1130 Operating System Concepts	3		
CIST 1305 Program Design & Develop	3		
CIST 2361 C++ Programming I	4		
CIST 2740 Intro to Game Development	4		
Total Semester Credits	18	Total Semester Credits Awarded	18

Major Course Requirements: Supporting Courses

WGTC		VSU	
Course prefix, number, name	Credits	Major Course Requirements accepted in transfer as an 18 semester hour block of Supporting Courses.	
CIST 2741 Advanced Game Devel	3		
Specialization	14-24		
CIS Electives	6		
Total Semester Credits	23-33	Total Semester Credits Awarded	18

Major Course Requirements

WGTC		VSU	
Course prefix, number, name	Credits	Course prefix, number, name	Credits
COMP 1000 Introduction to Computers	3	ACED 2400 Computer Technology	3

4. Candidates for the BAS in Technical Studies degree must complete a minimum of 120 semester hours of academic work, with a cumulative grade point average of 2.00 or better calculated from all work attempted at VSU. The academic work must include a minimum of 39 hours of upper division courses with at least 21 upper division hours in the major field.

5. Of the 40 semester hours immediately preceding graduation, at least 30 must be taken in residence at VSU. Any student admitted to VSU for the final year must be in residence for two semesters and complete at least 30 semester hours in residence, including 21 hours of upper division course work in the major. ("In residence" refers to courses taken through VSU.)
6. All other VSU and University System of Georgia requirements for graduation must be satisfied.

GAMING DEVELOPMENT (CSD3)

AAS from WGTC to Online BAS in Technical Studies at VSU

TRANSFER ANALYSIS (EXAMPLE)

A. General Education Classes to Core Areas A-E

WGTC			VSU		
Area	Course	Hrs	Area	Course	Hrs
I	ENGL 1101	3	A1	ENGL 1101	3
II	PSYC 1101 (recommended)	3	E	PSYC 2500	3
III	MATH 1101 MATH 1111	3	A2	MATH 1101 MATH 1111	3
IV	ARTS 1101 ENGL 2130 HUMN 1101	3	C	ART 1100 ENGL xxxx HUMN xxxx	3
I-IV	ECON 1101 ENGL 1102 ENGL 2130 HIST 1111, 1112, 2111, 2112 POLS 1101 SOCI 1101 Or any Area III class that would transfer in as Area D per TCSG-USG agreement. (If the class is a lab science, the hours in this section increase to 4 and the total accepted to 16.)	3	E A1 C E E E D	ECON 1500 ENGL 1102 ENGL xxxx HIST 1011, 1012, 2111, 2112 POLS 1101 SOCI 1101	3
	Total	15		Total	15

B. Occupational courses for Area F = 18 credits.

C. Occupational Courses for Major Course Requirements = 3 credits.

D. Occupational/Elective courses for Supporting Courses= 18 credits.

E. Experiential credit for ACED 3510 and ACED 3520 = 6 credits.*

TOTAL SEMESTER CREDIT HOURS AWARDED BY TRANSFER/WORK EXPERIENCE = 60.

Summary

Needed for BAS degree completion:

27 credit hours (9 classes) in Areas A-E.

27 credit hours (9 classes) in Major Core.

6 credit hours (2 classes) in Upper Division Guided Electives.

60 credit hours (20 classes)

*Credits based on work experience. If not applicable, then an additional 6 credit hours of upper division coursework would be necessary.

January 31, 2013