

SCAD PRO ADVISER

AC26DMMz as of 06/16/2017 at 11:28

Student	Burgos, Victor Anthony	Level	Undergraduate	Location	Savannah
ID	[REDACTED]	School	School of Digital Media	Admit Term	Winter 2014
Academic Adviser	Porth, Brittany	Degree	Bachelor of Fine Arts	Admit Type	Regular No ARCH
Faculty Adviser	Tarbell, Christina M	Major	Interac ive Dsgn/Game Developm	Academic Standing	Satisfactory
Faculty Adviser		Minor		Holds	
Overall GPA	3.33	Concentration	Game Development (BREN BFA, ITGM BFA, SFDM BA)		

Degree in Bachelor of Fine Arts Catalog Year: 2014-2015

The last 45 credits must be completed at SCAD.

- 2.0 Overall GPA Requirement Met
- Major Requirements

Interactive design and game development BFA Catalog Year: 2014-2015 Credits Required: 180
Credits Applied: 180

FOUNDATION STUDIES

<input checked="" type="checkbox"/>	Drawing I: Form and Space	DRAW 100	Drawing I: Form and Space	█	5	Winter 2014
<input checked="" type="checkbox"/>	Drawing II: Composition and Media	DRAW 101	Drawing II: Comp and Media	█	5	Spring 2014
<input checked="" type="checkbox"/>	Design I: Elements and Organization	DSGN 100	Dsgn I: Elements/Organization	█	5	Winter 2014
<input checked="" type="checkbox"/>	Color: Theory and Application	DSGN 101	Color: Theory and Application	█	5	Spring 2014
<input checked="" type="checkbox"/>	Design II: 3-D Form in Space	DSGN 102	Design II: 3-D Form in Space	█	5	Summer 2014
<input checked="" type="checkbox"/>	Take TWO studio electives	ITGM 342	Narrative Content Design	█	5	Spring 2016
		ITGM 430	2-D Game Dsgn & Development	█	5	Fall 2016

GENERAL EDUCATION

<input checked="" type="checkbox"/>	Survey of Western Art I	ARTH 100	Survey of Western Art I	█	5	Spring 2014
<input checked="" type="checkbox"/>	Survey of Western Art II	ARTH 110	Survey of Western Art II	█	5	Summer 2014
<input checked="" type="checkbox"/>	20th-century Art	ARTH 207	20th-century Art	█	5	Winter 2016
<input checked="" type="checkbox"/>	Advanced Survey of Computer Art Applications	CMPA 110	Advanced Survey of Computer Ap	█	5	Summer 2014
<input checked="" type="checkbox"/>	Speaking of Ideas	COMM 105	Speech & Public Speaking	█	5	Winter 2014
<input checked="" type="checkbox"/>	Composition	ENGL 123	Composition	█	5	Fall 2013
		Satisfied by	ENC1101 - ENGLISH COMPOSITION - Broward College			
<input checked="" type="checkbox"/>	Take TWO ARLH or ARTH electives	ARLH 211	Survey World Arch & Urbanism	█	5	Fall 2015
		ARTH 220	Survey of Asian Art	█	5	Spring 2015
<input checked="" type="checkbox"/>	ENGL elective	ENGL 168	American Moderns: 1900-1945	█	5	Fall 2016
<input checked="" type="checkbox"/>	Mathematics elective	MATH 100	College Mathematics	█	5	Spring 2017
<input checked="" type="checkbox"/>	Social/behavioral sciences elective	POLS 100	Politics in America	█	5	Fall 2015

MAJOR CURRICULUM Minimum GPA satisfied: 3.53 (Minimum 3.00 GPA is required.)

✓	Digital Design Aesthetics	ITGM 130	Digital Design Aesthetics	█	5	Fall 2014
✓	Core Principles: Programming	ITGM 220	Core Principles: Programming	█	5	Winter 2015
✓	Interactive Design and Game Development Portfolio	ITGM 380	Interactive/Game Portfolio	█	5	Spring 2016
✓	Interactive Design and Game Development Studio I	ITGM 405	Interactive/Game Studio I	█	5	Fall 2016
✓	Interactive Design and Game Development Studio II	ITGM 465	Interactive/Game Studio II	█	5	Winter 2017
✓	Interactive Dsgn & Game Development Postproduction	ITGM 475	ITGM Postproduction	█	5	Spring 2017
✓	Film/digital media/perf. arts elective, or CLC 580	ITGM 258	Modeling for Game Development	█	5	Spring 2015
✓	Film/digital media/perf. arts elective	VSFX 160	Intro/Visual Effects Program	█	5	Spring 2017
✓	Game development concentration					
✓	Introduction to Game Development	ITGM 121	Intro to Game Development	█	5	Fall 2014
✓	Core Principles: Game Art	ITGM 236	Core Principles: Game Art	█	5	Winter 2015
✓	Core Principles: Game Design	ITGM 256	Core Principles: Game Design	█	5	Winter 2015
✓	Core Principles: Game Tech	ITGM 266	Core Principles: Game Tech	█	5	Spring 2015
✓	Applied Principles: Game Art	ITGM 336	Applied Principles: Game Art	█	5	Fall 2015
✓	Choose TWO directed electives	ITGM 356	Applied Principles: Game Dsgn	█	5	Winter 2016
✓		ITGM 366	Applied Principles: Game Tech	█	5	Winter 2017
✓	ADDITIONAL ELECTIVES					
		BUSI 101	The Design of Business	█	5	Winter 2017
		FREL 100	Free Elective - Transfer	█	5	Fall 2013
✓	Take THREE free electives	Satisfied by	JAPN111 - ELEMENTARY JAPANESE I - Univ Maryland Univ College			
		FREL 100	Free Elective - Transfer	█	5	Fall 2013
		Satisfied by	JAPN112 - ELEMENTARY JAPANESE II - Univ Maryland Univ College			

Courses not applying to this degree						
MATH 104	Math of Computer Science			█	5	Winter 2016
MATH 160	Contemporary Math			█	5	Fall 2014
TECH 326	Motion Capture Technology			█	5	Spring 2016

Legend

✓	Complete	⏸	Classes in progress	(T)	Transfer Grade
□	Not Complete	⏸	Nearly complete - see adviser	@	Any course number

Disclaimer

You are encouraged to use this degree audit report as a guide when planning your progress toward completion of the above requirements. Your academic advisor or the Registrar's Office may be contacted for assistance in interpreting this report. This audit is not your academic transcript and it is not official notification of completion of degree or certificate requirements. Please contact the Registrar's Office regarding this degree audit report, your official degree/certificate completion status, or to obtain a copy of your academic transcript.