

## TRANSFER ADVISING GUIDE

Associate of Science (A.S.) Game Art from Raritan Valley Community College to a Bachelor of Arts (B.A.) Game & Interactive Media Design at Rider University							
<i>RARITAN VALLEY COMMUNITY COLLEGE COURSE</i>			Cr	<i>RIDER UNIVERSITY COURSE/AREA SATISFIED</i>			Cr
<i>A.S. Game Art</i>				<i>B.A. Game &amp; Interactive Media Design (120 Credits)</i>			
<b>First Semester</b>							
ARTS	105	Two-Dimensional Design	3	ART	105	Design	3
ARTS	106	Foundations of Game Engines	3	NOT TRANSFERABLE			0
ARTS	110	Basic Drawing I	3	ART	103	Fundamentals of Drawing	3
CSIT	103	Computer Concepts & Programming	4	CIS	185	Information Systems Essentials (3)	3
<b>OR</b>				CIS	200	Application Development (3)	
CSIT	105	Foundations of Computer Science (recommended)					
Mathematics <sup>1</sup>				Mathematical Reasoning			
<b>For transfer credit Rider suggests:</b>							
MATH	100	Finite Mathematics	3	MTH	102	Finite Mathematics	3
<b>OR</b>							
MATH	101	Number Systems					
<b>OR</b>							
MATH	102	Problem Solving Strategies					
			<b>16</b>				<b>12</b>
<b>Second Semester</b>							
ENGL	111	English Composition I	3	CMP	120	Seminar in Writing & Rhetoric	3
ARTS	113	Audio Production	3	MUS	316	Digital Mixing & Mastering	3
ARTS	129	Three Dimensional Modeling	3	COM	265	3D Graphic Animation	3
ARTS	209	Two Dimensional Game Design Studio	3	GAM	201	Game Development I	3
ARTS	246	Visual Design I	3	COM	212	Publication Design	3
			<b>15</b>				<b>15</b>
<b>Third Semester</b>							
ARTS	259	Game Narrative & Concepts	3	GAM	310	Special Topics in Game Design (2 diff. topics required)	3
ARTH	110	Art from Prehistory to the Gothic Period	3	ART	104	Survey of Arts History I	3
General Education Credits <sup>1</sup>			3	CLAS Elective <sup>5</sup>			3

<b>For transfer Rider suggests: History (HIST-101) or Fine Arts or Literature categories</b>			
Humanities <sup>1, 2</sup> For transfer Rider suggests a Foreign Language A two-semester sequence of the same language is required.	3	Foreign Language Proficiency <sup>ϕ</sup> (FRE, ITA, SPA, CHI) A two-semester sequence of the same language is required.	3
Social Science <b>OR</b> Humanities credits <sup>1, 2</sup> <b>For Transfer Credit Rider suggests:</b> SOCI 100 Intro to Sociology <b>OR</b> POLI 121 American Government & Politics	3	Social Perspectives SOC 101 Sociological Imagination <b>OR</b> POL 100 Intro to American Politics	3
	<b>15</b>		<b>15</b>
<b>Fourth Semester</b>			
ENGL 112 English Composition II	3	CMP 125 Seminar in Writing & Research	3
GDEV 290 Adv. Game Design & Development	3	GAM 310 Special Topics in Game Design (2 diff. topics required)	3
IDMX 299 Digital Portfolio	1	NOT TRANSFERABLE	0
Humanities <sup>1, 2</sup> For transfer Rider suggests a Foreign Language A two-semester sequence of the same language is required.	3	Free Elective <sup>ϕ</sup> <b>OR</b> Foreign Language Proficiency <sup>ϕ</sup> (FRE, ITA, SPA, CHI) A two-semester sequence of the same language is required.	3
Science Lab <sup>3</sup>	4	Scientific Perspectives <sup>ϕ</sup> Lecture Lab Combination	3/4
	<b>14</b>		<b>12/13</b>
	<b>60</b>		<b>54/55</b>

<p><b>FREE Rider Course Option:</b></p> <p><b><u>Select one of the following courses:</u></b></p> <p><b><u>GAM 150 Intro to Game Studies (3)</u></b> <b><u>OR</u></b> <b><u>GAM 200 Game Design (3)</u></b></p>	<p><b>Rider Course Option:</b></p> <p>Following completion of 30 credits and the Rider Intent to Enroll Form and while a student at RVCC; students have the option to take a free course at Rider that counts toward the Rider degree. This course allows the RVCC student to experience first-hand the academic environment at Rider.</p> <p>See RVCC or Rider Transfer Representatives for additional information.</p> <p>Contact information listed below.</p>	<b>3</b>
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**Raritan Valley Community College Footnotes:**

- <sup>1</sup> Select a course from the appropriate category of the [General Education](#) list.
- <sup>2</sup> Humanities may not include the designation of ARTH or ARTS.

<sup>3</sup> Students are advised to select from the following one-semester Science courses: [BIOL 111 Principles of Biology](#), [BIOL 120 Human Biology](#), [BIOL 150 Plants, Humans & the Environment](#), [CHEM 102 Introduction to Chemistry](#), [GEOL 157 Introduction to Geology](#), [PHYS 112 Concepts of Physics](#), or [PHYS 130 Astronomy](#) .

**Rider University Footnotes:**

∪ Students have a number of options to fulfill this requirement; courses will be evaluated on an individual basis.

For transfer credit Mercer students must have a grade of “C” or better.

**Requirements are subject to change. This Advising Guide is best used in consultation with an advisor.**

**COURSES REMAINING FOR A BACHELOR OF ARTS DEGREE IN GAME & INTERACTIVE MEDIA DESIGN AT RIDER UNIVERSITY\***

Course Number	Rider University Course Name or Core Area	Credits	Notes* (if course can be taken at RVCC, indicate course number)
ART 150	Digital Foundations	3	
GAM 150	Intro to Game Studies (free course option)	3	
GAM 200	Game Design (free course option)	3	
COM 105	Communication, Culture and Media	3	
FTV 135 or COM 131	Filmmaking Or Fundamentals of Video Production	3	
ART 106	Survey or Art History II	3	
GAM 201	Game Development I	3	
GAM 301	Game Development II	3	
COM 302	Communications Ethics	3	
GAM 401	Game Workshop I	3	
GAM 402	Game Workshop II	3	
GAM ELECT	1x Approved G&IMD Elective Course	3	
	+ completion of SFPA Core Requirements	~30	

**FOR FURTHER INFORMATION, CONTACT**

**Transfer & Career Services**  
**Raritan Valley Community College**  
**908.582.1200 X 8336 or 8330**  
[pmichaud@rartianval.edu](mailto:pmichaud@rartianval.edu)

**Transfer Admission**  
**Rider University**  
**609.896.5000 X 7159**  
[admissions@rider.edu](mailto:admissions@rider.edu)