

TRANSFER ADVISING GUIDE

“EXHIBIT A”

A.A.S., Game Design from Mercer County Community College to B.A. Game & Interactive Media Design at Rider University						
MERCER COUNTY COMMUNITY COLLEGE COURSE			Cr	RIDER UNIVERSITY COURSE/AREA SATISFIED		
A.A.S., Game Design				B.A., Game & Interactive Media Design (120 Credits) Signed 11-15-24		
First Semester						
ART	102	Basic Drawing	3	ART	103	Fundamentals of Drawing
ART	105	Two-Dimensional Design	3	ART	105	Design
DMA	115	Vector Drawing	3	ART	150	Digital Foundations
ENG	101	English Composition I	3	CMP	120	Seminar in Writing & Rhetoric
GAM	120	Game Design Theory & Culture	3	GAM	150	Intro to Game Studies
			15			15
Second Semester						
DMA	120	3-D-Modeling I	3	ART	230	3 D Design
DMA	135	Digital Narrative (3)	3	GAM	310	Special Topics in Game Design (Two different topics required)
				OR		
ENG	102	English Composition II	3	ENG	381	Studies in Film Genre
GAM	140	Game Design I	3	CMP	125	Seminar in Writing & Research
				GAM	200	Game Design
Career Elective: Select one course from the list:				Rider Equivalent Classification		
ADV	220	Illustration I	3	ART	2XX	Art Elective
ART	104	Life Drawing		ART	304	Drawing II
ART	106	Three-Dimensional Design		ART	1XX	Art Elective
CMN	101	Mass Media		COM	105	Communication, Culture & Media
CMN	102	Media Issues & Ethics		COM	302	Communications Ethics
CMN	144	Screenwriting		FTV	238	Screenplay Fundamentals
CMN	146	Social Media Strategies		COM	203	Intro to Social Media
CMN	147	Introduction to Short Story		ENG	1XX	English Elective ^u
CMN	153	Digital Audio Production I		FTV	1XX	FTV Elective ^u
CMN	253	Digital Audio Production II		FTV	241	Sound Design
DMA	110	Digital Imaging		COM	262	Graphic Imaging for Digital Media
DMA	210	Motion Graphics		GAM	310	Special Topics in Game Design (Two different topics required)
DMA	225	Computer Animation I		ART	2XX	Elective ^u
DMA	226	Computer Animation II		ART	352	Motion Graphics
ENG	215	Creative Writing I		ENG	206	Intro to Creative Writing ^u
			15			15
Third Semester						
GAM	145	Game Programming I	3	CIS	200	JavaScript Application Development
GAM	240	Game Design II	3	GAM	310	Special Topics (2 diff. topics required)
DMA	225	Computer Animation I	3	ART	2XX	Elective
OR				OR		
DMA	226			ART	352	Motion Graphics

MAT Mathematics Elective			MTH 102 Finite Mathematics (3)	
MAT 120 Mathematics for Liberal Arts (3)			OR	
OR	3		MTH 120 Intro to Applied Statistics (3)	3
MAT 125 Elementary Statistics I (3)				
Career Elective: Select one course from the list:			Rider Equivalent Classification	
ADV 220 Illustration I			ART 2XX Art Elective	
ART 104 Life Drawing			ART 304 Drawing II	
ART 106 Three-Dimensional Design			ART 1XX Art Elective	
CMN 101 Mass Media			COM 105 Communication, Culture & Media	
CMN 102 Media Issues & Ethics			COM 302 Communications Ethics	
CMN 144 Screenwriting			FTV 238 Screenplay Fundamentals	
CMN 146 Social Media Strategies			COM 203 Intro to Social Media	
CMN 147 Introduction to Short Story	3		ENG 1XX English Elective [‡]	3
CMN 153 Digital Audio Production I			FTV 1XX FTV Elective [‡]	
CMN 253 Digital Audio Production II			FTV 241 Sound Design	
DMA 110 Digital Imaging			COM 262 Graphic Imaging for Digital Media	
DMA 210 Motion Graphics			GAM 310 Special Topics in Game Design	
			(Two different topics required)	
DMA 225 Computer Animation I			ART 2XX Elective [‡]	
DMA 226 Computer Animation II			ART 352 Motion Graphics	
ENG 215 Creative Writing I			ENG 206 Intro to Creative Writing:	
	15			15
Fourth Semester				
ART 125 Topics in Contemporary Art	3		ART 120 Art & Society	3
CMN 112 Public Speaking	3		COM 104 Speech Communication	3
GAM 260 Game Development	3		GAM 201 Game Development I	3
Lab Science General Education Elective	3		Scientific Perspectives	3
			Science Elective [‡]	
General Education Elective			<u>Social Perspectives:</u>	
<u>Social Science: Rider suggests for transfer:</u>			SOC 101 Sociological Imagination	
SOC 101 Introduction to Sociology			OR	
OR				
<u>Humanities: Rider suggests for transfer:</u>			<u>Foreign Language Proficiency</u> (Rider requires 6 credits of same language)	3
World Language (6 credits of the same language)	3		OR	
OR			<u>Historical Perspectives:</u>	
<u>Historical Perspectives: Rider suggests for transfer:</u>			HIS 150 Pre-Modern World: Evolution to Revolution	
HIS 112 World History to 1500			OR	
OR			<u>Aesthetic Perspectives (Literature):</u>	
<u>Literature: Rider suggests for transfer:</u>			ENG 228 Black American Literature	
Select one course from the following list:			ENG 230 Women in Literature	
ENG 213 African American Literature			ENG 230 Women in Literature	
ENG 221 Women in Literature				
ENG 232 Post Colonial Women's Writers				
	15			15
	60			60

Mercer County Community College Footnotes:

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. (No transfer credit will be accepted on any course with a grade of "C-" or below.)

The Game & Interactive Media Design Program falls under the Department of Media Arts and under the College of Arts & Sciences (CAS).

Students interested in the Continuing Education Programs (CEP) at Rider University – please contact that division directly.

The Guaranteed Transfer Admission Agreement between Mercer County Community College and Rider University is designed to allow students who complete their Associate's degree at Mercer County Community College to transfer to a Bachelor's degree program at Rider University.

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 DESIGN AT
RIDER UNIVERSITY***

Course Number	Rider University Course Name or Core Area	Credits	Notes* (if course can be taken at Mercer, indicate course number)
GAM-120	Game Logic	3	
COM-105	Communication, Culture & Media	3	
COM-131	Fundamentals of Video Production	3	
COM-302	Communication Ethics	3	
GAM-100	Game & Interactive Media Forum (Each semester at Rider)	0	
GAM-150	Intro to Game Design	3	
GAM-201	Game Development I	3	
GAM-301	Game Development II	3	
GAM-401	Game Workshop I	3	
GAM-402	Game Workshop II	3	
GAM-491	Game Internship	3	
	Sub-Total	30	
	General Education & Free Electives as required to earn degree of 120 credits with 56 credits required in the major.		

FOR FURTHER INFORMATION, CONTACT

**Transfer Services
Mercer County Community College**

**609-570-3397
transfer@mccc.edu**

**Transfer Admission
Sr. Assistant Director of Transfer Admission
Rider University
609.896.5000 X 7159
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