The Art Institutes
Undergraduate Studies
Articulation Agreement with DeVry University

The Art Institute* ("The Art Institute") and DeVry University ("DVU"), have entered into this Articulation Agreement ("Agreement") for the transfer of credits to benefit those students who wish to pursue a degree at DVU.

*Locations included in this Agreement include those listed in Appendix A.

Articulation Agreement
The Art Institutes and DVU agree to the following:

• The Art Institute and DVU will draft and maintain Course Transfer Guides (see Appendix B).
• The Art Institute will provide official transcripts to every student transferring to DVU.
• The Art Institute will provide copies of high school transcripts on file, given the student's authorization to DVU.
• The Art Institute will provide access on campus to currently enrolled students and distribution of marketing materials.
• DVU will waive application fees and simplify the application process for each student.
• DVU, with approval of the Provost, may waive the residency requirement where applicable.
• Under this Agreement, students from The Art Institute are subject to the terms of DVU's admissions requirements, academic policies, program requirements, and course descriptions, including but not limited to those included in the DVU academic catalogs. Students from The Art Institute will not be denied admission to DVU on the basis of any admissions test score. Students admitted under this Agreement may be tested for placement purposes. Certain programs have separate requirements for assessment and placement. The score obtained on such placement tests may result in the need for the student to successfully complete appropriate transitional studies coursework, which may affect program length and cost.
• Under this Agreement, DVU reserves the right to deny admission to a student if such student cannot meet DVU's requirements for admission, as amended from time to time. Additionally, DVU may terminate a student's enrollment for violation of any rule, policy or procedure of DVU, as amended from time to time, in the same manner as DVU may terminate the enrollment of any student at large. Causes for termination of the student's enrollment include, but are not limited to, the student's failure to make timely payments of tuition and/or related fees.
• Under this Agreement, students who complete the courses listed on the Course Transfer Guide, with a grade of "C" or better, will receive transfer credit for those courses that are required in the chosen program of study.
• DVU shall match the current total tuition and fees of the Art Institute if DVU's total tuition and fees is greater.

Confidentiality
Any information shared between the parties, which by their nature should be reasonably understood by the receiving party as confidential or proprietary information, shall remain confidential.

Marketing
The Art Institute and DVU will work together to promote this Agreement to the participants, which may include on-site events and distribution of marketing materials. Any written materials published and distributed that reference this Agreement or a relationship between the Art Institute and DVU must be approved in advance by each respective party. The parties may utilize each other's trademarks in connection with promoting the Agreement, provided the other party pre-approves such use; neither party shall gain any right, title or interest in any name or trademark of the other party.

Appendices
Any Appendix referenced in this Agreement is hereby incorporated herein by reference. In the event of any conflict between the terms of body of this Agreement and the terms of any Appendix, the terms of the body of this Agreement shall prevail.

Termination and Modification

This Agreement is effective upon the date of the last signature and shall remain in effect for six months. Thereafter, this Agreement shall automatically renew for additional one-year term(s) until September 1, 2023, or until terminated by either party upon providing thirty (30) days prior written notice to the other party, whichever is sooner. In addition, either party may terminate this Agreement for any reason, or no reason, by providing ten (10) days written notice to the other party. In the event of a termination of this Agreement, each party will be responsible for amending any publications or websites as needed and for disposing of any brochures or related materials. This Agreement is subject to change or modification by mutual written consent between the parties. Any provisions of this Agreement, which remain to be performed, or by their nature would be intended to be applicable following the expiration or termination of this Agreement shall survive the expiration/termination of this Agreement.

Additional Terms

For each Art Institute student who decides to transfer to DVU, the Art Institute agrees to accelerate the processing of the Return to Title IV of any and all financial aid to the U.S. Department of Education to allow DVU to re-package and re-award students with remaining Eligible Title IV aid for the remaining courses that must be completed in their programs of study. The Art Institute agrees to follow its institutional refund policy as outlined in its academic catalog. The Art Institute also agrees that upon the completion of the Return to Title IV funds, the Art Institute will use reasonable efforts to update the Common Origination Disbursement site within thirty (30) days of the transfer of students.

No financial implications concerns the transfer or exchange of cash, equipment, or real estate are intended or implied by this Agreement. The Art Institute and DVU are separate and independent institutions of higher education and nothing contained herein shall be construed in any manner to constitute a partnership, teach-out agreement, or other similar relationship between the parties.

Disclaimer, Limitation and Indemnification

DVU hereby disclaims all warranties, including without limitation, any implied warranty of merchantability or fitness for a particular purpose. Notwithstanding anything to the contrary, DVU's aggregate maximum liability arising from or in any way related to this Agreement (whether in contract, tort, strict liability or otherwise) shall not exceed One Thousand Dollars ($1,000). In no event will DVU be liable for any indirect, consequential, incidental, special or punitive damages of any kind.

The Art Institute shall indemnify and hold harmless DVU against all claims, loss, cost, damages and liability (including reasonable attorneys' fees) relating to or arising in any way in connection with: (i) the breach by the Art Institute of any provision of this Agreement, including but not limited to breach of any limited license of marketing materials or trademarks; (ii) any claim brought against DVU by any current or former student of The Art Institute relating in any way to the subject matter of this Agreement, except to the extent caused by the gross negligence or willful misconduct of DVU; or (iii) the operation of this Agreement, except to the extent caused by the gross negligence or willful misconduct of DVU.

The terms of this entire Section shall survive termination of this Agreement for any reason.

Notice

Any notice provided for or permitted under this Agreement shall be treated as having been given the next business day after being sent by nationally recognized commercial overnight courier or three business days after being postage prepaid by certified or registered mail, return receipt requested, to the party to be notified or upon receipt if delivered in person. Notices will be sent to the addresses set forth in this Agreement or such other address as may be provided from time to time.

By signing below, each party acknowledges its agreement with the terms and conditions of this Agreement and each signatory represents and warrants that he/she is authorized to sign on behalf of his/her organization to all the terms and conditions of this Agreement. This Agreement and any attachments constitutes the full and complete understanding and agreement of the parties hereto with respect to the subject matter hereof and supersedes all prior negotiations, understandings and agreements between the parties related to the subject matter hereof.
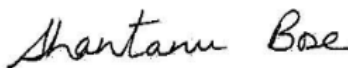
Art Institutes

DeVry University

Claude H. Br 09/05/18

Signatory Claude Brown   Date

Title   System President

Shantanu Bose 8/30/18

Shantanu Bose, Ph.D.   Date

Provost

Appendix A: Locations Included in This Agreement

THE ART INSTITUTE OF WASHINGTON (Branch of Ai-Atlanta) 1820 North Fort Myer Dr., Arlington, VA 22209-1802
THE ART INSTITUTE OF CHARLESTON (Branch of Ai-Atlanta) 24 North Market Street, Charleston SC 29401-2623
THE ART INSTITUTE OF TENNESSEE-NASHVILLE (Branch of Ai-Atlanta) 100 Centerview Dr., Suite 250, Nashville, TN 37214-3439
THE ILLINOIS INSTITUTE OF ART - CHICAGO (Main) 350 N. Orleans St, Suite 136-L, Chicago, IL 60654-1593
THE ILLINOIS INSTITUTE OF ART - SCHAUMBURG (Branch of ILIC) 1000 N. Plaza Dr., Suite 100, Schaumburg, IL 60173-4990
THE ART INSTITUTE OF MICHIGAN (Branch of ILIC) 28175 Cabot Dr., Novi, MI 48377
THE ART INSTITUTE OF RALEIGH-DURHAM (Branch of MIUAD) 410 Blackwell Street, Suite 200, Durham, NC 27701-3986
THE ART INSTITUTE OF CHARLOTTE (Branch of MIUAD) Three Lake Pointe Plaza, 2100 Water Ridge Parkway, Charlotte, NC 28217-4536
THE ART INSTITUTE OF FORT LAUDERDALE 1799 S.E. 17th St, Fort Lauderdale, FL 33316-3013
THE ART INSTITUTE OF PHILADELPHIA 1622 Chestnut St, Philadelphia, PA 19103-5119
THE ART INSTITUTE OF COLORADO 1200 Lincoln St, Denver, CO 80203-2172
THE ART INSTITUTE OF INDIANAPOLIS 3500 Depauw Blvd., Suite 1010, Indianapolis, IN 46268-6124
THE ART INSTITUTE-PHOENIX 2233 West Dunlap Ave, Phoenix, AZ 85021
THE ART INSTITUTE – PORTLAND 1122 NW Davis Street, Portland, OR 97209

Appendix B: Course Transfer Guides

The course transfer guides are specific to certain Art Institute locations as noted below. These guides do not represent all courses required for DVU programs; rather, they provide a list of courses that, when completed at the Art Institutes have been determined to be equivalent to DVU courses. For a complete list of course requirements in each DVU program, please see the Academic Catalog.

The Art Institutes courses below are quarter-credit hour courses, while DeVry University courses are semester-credit hour courses. DeVry University converts quarter-credit hours to semester credit hours. The number of credits granted for any course equivalency may not exceed the number on the transcript associated with the transfer course.

Technical Management Bachelor's Degree Program

DeVry University Courses	Art Institute of Washington, Charleston, Tennessee - Nashville Courses
Communication Skills	
• ENGL112 Composition	• EN 101 & English I • EN 102 English II
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
• SPCH275 Public Speaking	• COM 105 Public Speaking
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Game Art & Design

• GADB 101	Introduction To Game Development	• GADB 213	Game Modeling
• GADB 102	Interactive Storytelling	• GADB 222	Advanced Level Design
• GADB 202	Game Design & Game Play	• GADB 223	Advanced Hard Surface & Organic Modeling
• GADB 205	Concept Design & Illustration	• GADB 253	Environmental Modeling
• GADB 212	Level Design		

Graphic Design

The Art Institutes

Technical Management Bachelor's Degree Program

DeVry University Courses		Art Institute of Washington, Charleston, Tennessee - Nashville Courses	
GWDB 101	Applications & Industry	GWBD 112	Typography- Traditional
GWDB 102	Rapid Visualization	GWBD 122	Typography-Hierarchy
GWDB 103	Digital Illustration	GWBD 133	Fundamentals of Web Design
GWDB 105	Concept Design	GWBD 202	Interface Design
GWDB 111	Introduction to Layout Design	GWBD 273	Intermediate Web Design
Media Arts & Animation			
MAAB 101	Language of Animation & Film	MAAB 120	Perspective Drawing
MAAB 102	Life Drawing & Gesture	MAAB 202	Character & Object Design
MAAB 111	Animation Principles	MAAB 204	Acting & Movement for Animation
MAAB 112	Short Format Storytelling	MAAB 213	3D Modeling

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		Art Institute of Washington, Charleston, Tennessee - Nashville Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• EN 101 & • EN 102	English I English II
• SPCH275	Public Speaking	• COM 105	Public Speaking
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Multimedia Core			
• WGD201	Visual Design Fundamentals	• FND 105 & • FND 150	Design Fundamentals Digital Color Theory
• WGD205	Advanced Design and Rapid Visualization	• GWBD 101 & • GWBD 102	Applications & Industry Rapid Visualization
• WGD229	Information Design	• GWBD 111 & • GWBD 222	Introduction to Layout Design Intermediate Layout Design
• WGD232	Web Design	• GWDB 133 & • GWDB 273	Fundamentals of Web Design Intermediate Web Design
• WGD235	Web Animation	• MAAB 111 & • MAAB 204	Animation Principles Acting & Movement for Animators
• WGD260	Media Portfolio	• GWDB 209 & • GWDB 419	Portfolio I Portfolio II
Track			
Graphic and Multimedia Design			
• GMD411	3D Model Design and Construction with Lab	• GADB 213 & • GADB 253 **OR** • MAAB 232 & • MAAB 302	Game Modeling/ Environmental Modeling 3D Animation 3D Character Animation
• GMD451	Animation with Lab	• MAAB 312 & • MAAB 403	Animation Studio Production Team

The Art Institutes®

Technical Management Bachelor's Degree Program

DeVry University Courses		The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses	
Communication Skills			
• ENGL112	Composition	• GEN 101 &	English I
		• GEN 102	English II
Humanities		Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
Social Sciences		Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• GEN 247	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Additional General Education Selection		Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.	
• SPCH275	Public Speaking	• GEN 105	Effective Speaking
Electives		Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.	
Technical Specialty			
General Technical Option		Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.	

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Game Art & Design			
• GADB 101	*Introduction to Game Development*	• GADB 212	*Level Design*
• GADB 102	*Interactive Storytelling*	• GADB 213	*Game Modeling*
• GADB 202	*Game Design & Game Play*	• GADB 222	*Advanced Level Design*
• GADB 205	*Concept Design & Illustration*	• GADB 253	*Environmental Modeling*
Graphic Design			
• GD 105	*Survey of Graphic Design*	• GD 203	*Digital Layout*
• GD 107	*Introduction to Design Applications*	• GD 204	*History of Graphic Design*
• GD 108	*Digital Photography for Design*	• GD 211	*Digital Pre-Press*
• GD 109	*Digital Illustration*	• GD 212	*Typography: Hierarchy*
• GD 110	*Introduction to Typography: Traditional*		
Media Arts & Animation			
• MAAB 101	*Language of Animation & Film*	• MAAB 204	*Acting & Movement for Animators*
• MAAB 102	*Life Drawing & Gesture*	• MAAB 213	*3D Modeling*

![The Art Institutes logo]

Technical Management Bachelor's Degree Program

DeVry University Courses		The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses	
• MAAB 111	*Animation Principles*	• MAAB 222	*Storyboarding & Animatics*
• MAAB 112	*Short Format Storytelling*	• MAAB 223	*Hard Surface & Organic Modeling*
• MAAB 202	*Character & Object Design*	• MAAB 232	*3D Animation*
Web Design & Interactive Media			
• WDIM 110	*Designing for Multimedia Display*	• WDIM 225	*Interactive Authoring I*
• WDIM 120	*Writing for Interactive Media*	• WDIM 230	*Fundamentals of Authoring I*
• WDIM 130	*Fundamentals of Interactive Design*	• WDIM 260	*Web Animation*
• WDIM 160	*Web Script*	• WDIM265	*Advanced Web Scripting*

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• GEN101 & • GEN102	English I English II
• SPCH275	Public Speaking	• GEN105	Effective Speaking
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• GEN247	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Multimedia Core			
• WGD201	Visual Design Fundamentals	• ART100 & • ART110 **OR** • GD105	Design Fundamentals Color Theory Survey of Graphic Design
• WGD205	Advanced Design and Rapid Visualization	• GD107 & • WDIM130	Introduction to Design Applications Fundamentals of Interactive Design
• WGD210	Digital Imaging Fundamentals	• GD109 & • GD211 **OR** • DPH242 & • DPH252	Digital Illustration Digital Pre-Press Image Manipulation Advanced Image Manipulation
• WGD232	Web Design	• WDIM225 & WDIM315	Interactive Authoring I Interactive Authoring II
• WGD235	Web Animation	• MAAB101 & MAAB111 **OR** • MAAB111 & • GADB312	Language of Animation & Film Animation Principles Animation Principles Game Animation
• WGD242	Advanced Web Design	• WDIM160 & WDIM265	Web Scripting Advanced Web Scripting
• WGD260	Media Portfolio	• WDIM435 • **OR** • GADB409 • GADB419 • **OR** • GD302 • GD403	E-Portfolio Portfolio I Portfolio II Portfolio I Portfolio II
Track			
Graphic and Multimedia Design			
• GMD411	3D Model Design and Construction with Lab	• MAAB213 & MAAB232	3D Modeling 3D Animation

- GMD451   Animation with Lab
- MAAB312 &   Animation Studio
  MAAB403   Production Team

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Charlotte and The Art Institute of Raleigh-Durham Courses
Communication Skills	
• ENGL112 Composition	• ENG104 & Composition • GE2084 Writing II
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
• SOCS185 Culture and Society	• SOC101 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
• SPCH275 Public Speaking	• COM101 Oral Communications
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Graphic and Web Design

• GWDA 101	Applications and Industry	• GWDA 133	Fundamentals of Web Design
• GWDA 103	Digital Illustration	• GWDA 202	Interface Design
• GWDA 105	Concept Design	• GWDA 209	Portfolio I
• GWDA 111	Introduction to Layout Design	• GWDA 222	Intermediate Layout Design
• GWDA 112	Typography-Traditional	• GWDA 243	Object Oriented Scripting
• GWDA 122	Typography-Hierarchy	• GWDA 272	Corporate Identity

Graphic Design

• GWDA 102	Rapid Visualization	• GWDA 252	Advanced Layout Design
• GWDA 203	Pre-Press and Production	• GWDA 262	Package Design
• GWDA 207	Design History	• GWDA 282	Collateral Design
• GWDA 212	Typography-Expressive & Experimental	• GWDA 302	Information Design
• GWDA 232	Form and Space	• GWDA 305	Art Direction
• GWDA 242	Graphic Symbolism	• GWDA 308	Business of Graphic Design

Technical Management Bachelor's Degree Program

DeVry University Courses	**The Art Institute of Charlotte and The Art Institute of Raleigh-Durham Courses**

Media Arts & Animation

• *MAAA 101* *Language of Animation and Film*	• *MAAA 203* *Audio & Editing Techniques*
• *MAAA 102* *Life Drawing and Gesture*	• *MAAA 212* *2D Animation*
• *MAAA 111* *Animation Principles*	• *MAAA 213* *3D Modeling*
• *MAAA 112* *Short Format Storytelling*	• *MAAA 222* *Storyboarding and Animatics*
• *MAAA 122* *Drawing and Anatomy*	• *MAAA 232* *3D Animation*
• *MAAA 202* *Character and Object Design*	

Web Design

• *ADVA 407* *E-Commerce Strategies and Analytics*	• *GWDA 253* *Authoring for Interaction*
• *GWDA 123* *Programming Logic*	• *GWDA 263* *Web Standards*
• *GWDA 132* *Information Architecture*	• *GWDA 283* *Advanced Web Design*
• *GWDA 201* *Audio and Video*	• *GWDA 313* *Emerging Technologies*
• *GWDA 213* *Timeline Animation and Interaction*	

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Charlotte and The Art Institute of Raleigh-Durham Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• ENG104 & • GE2084	Composition Writing II
• SPCH275	Public Speaking	• COM 101	Oral Communications
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
• HUMN303	Introduction to the Humanities	• HUM 101	Introduction to Humanities
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• SOC101	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Multimedia Core			
• MDD340	Business of Graphics	• GWDA 272 & • GWDA 308	Corporate Identity Business of Graphic Design
• MDD410	Emerging Multimedia Technologies	• GWDA 313 & • GWDA 318	Emerging Technologies Interactive Industry & Business Operations
• WGD201	Visual Design Fundamentals	• FND 105 & • FND 150	Design Fundamentals Digital Color Theory
• WGD205	Advanced Design and Rapid Visualization	• GWDA 102 & • GWDA 111	Rapid Visualization Introduction to Layout Design
• WGD210	Digital Imaging Fundamentals	• GWDA 101 & • GWDA 103	Applications and Industry Digital Illustration
• WGD229	Information Design	• GWDA 202 & • GWDA 302	Interface Design Information Design
• WGD232	Web Design	• GWDA 133 **OR** • GWDA 273	Fundamentals of Web Design Intermediate Web Design
• WGD235	Web Animation	• MAAA 111 & • MAAA 204	Animation Principles Acting & Movement for Animators
• WGD242	Advanced Web Design	• GWDA 283 & • GWDA 263	Advanced Web Design Web Standards
• WGD251	Responsive Web Design	• GWDA 273	Intermediate Web Design
• WGD260	Media Portfolio	• GWDA 209	Portfolio I
Track			
Graphic and Multimedia Design			
• GMD371	Advanced Illustration with Lab	• GWDA 322 & • GWDA 342	Sequential Illustration Editorial Illustration
• GMD411	3D Model Design and Construction with Lab	• MAAA 213 & • MAAA 232	3D Modeling 3D Animation

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Charlotte and The Art Institute of Raleigh-Durham Courses	
• GMD451	Animation with Lab	• MAAA 312 & • MAAA 403	Animation Studio Production Team
Web Design and Development			
• WBD310	Interactive Web Page Scripting with Lab	• GWDA 243 & • GWDA 373	Object Oriented Scripting Advanced Server-Side Scripting

Website Design Certificate Program

DeVry University Courses		The Art Institute of Charlotte and The Art Institute of Raleigh-Durham Courses	
Web Graphic Design			
• WGD232	Web Design	• GWDA 133 **OR**	Fundamentals of Web Design
		• GWDA 273	Intermediate Web Design
• WGD251	Responsive Web Design	• GWDA 273	Intermediate Web Design
• WGD260	Media Portfolio	• GWDA 209	Portfolio I

Technical Management Bachelor's Degree Program

DeVry Courses		The Art Institute of Fort Lauderdale Courses	
Communication Skills			
• ENGL112	Composition	• ENC1101 &	English Composition
		• ENC1145	Topics for Composition
Humanities		Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
Social Sciences		Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• SYG2000	Introduction to Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Additional General Education Selection		Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.	
• SPCH275	Public Speaking	• SPC1608	Principles of Public Speaking
Electives		Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.	
The following are suggested electives.			
• CIS115	Logic and Design	• COP2363C & **OR**	Introduction to Programming C++
		• COP1845C	Introduction to Scripting and Programming Languages

Technical Specialty

General Technical Option		Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.	

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Game Art & Design			
• *DIG1711C*	*Game Design & Game Play*	• *DIG3723C*	*3D Game Scripting*
• *DIG1717*	*Introduction to Game Development*	• *DIG3724C*	*Advanced 3D Game Scripting*
• *DIG2363C*	*Character Modeling*	• *DIG3792C*	*Texture/Lighting for Gaming*
• *DIG2790C*	*Texturing for Game*	• *DIG3793C*	*Level Design*
• *DIG2791C*	*Game Modeling*	• *DIG3794C*	*Advanced Level Design*
• *DIG3368C*	*3D Game Animation*	• *DIG3797C*	*Designing Interior Spaces and Worlds*
Graphic Design			
• *GRA1103C*	*Introduction to Visual Design Applications*	• *GRA1853C*	*Typography*

The Art Institutes

Technical Management Bachelor's Degree Program

DeVry Courses		The Art Institute of Fort Lauderdale Courses	
• GRA1120C	Layout	• GRA2109C	History of Graphic Design
• GRA1121C	Art for Reproduction	• GRA2125C	Graphic Design Applications
• GRA1190C	Concept Development	• GRA2171C	Package Design
• GRA1852C	Computer Graphics	• GRA2175C	Promotional Design

Media Arts & Animation

• ART1201C	Design Basics	• DIG3114C	Broadcast Graphics II: Compositing
• ART1300C	Drawing and Perspective	• DIG3306C	3D Animation I: Principles
• ART2205C	Color Applications	• DIG3308C	Web Animation
• ART2373C	Drawing for Animation	• DIG3323C	3D Modeling II: Character Modeling
• DIG1022	History of Animation	• DIG3343C	Broadcast Graphics I: Animated Text & Logo Design
• DIG2321C	3D Modeling I: Foundations	• DIG3354C	3D Animation II: Applications

Web Design & Interactive Media

• COP1845C	Introduction to Scripting and Programming Languages	• DIG1561	Project Management
• COP3846C	Introduction to Dynamic Scripting	• DIG2201C	Desktop Video
• COP4111C	Intermediate Web Script	• DIG2250C	Audio for Interactive Design
• COP4813C	Advanced Web Scripting	• DIG3103C	Interface Design
• DIG1135C	Design Concepts for Interactive Media	• DIG4123C	Designing for Dynamic Sites

Business Administration Specialty

The following business administration specialties are designed for students who wish to focus on a particular career area in a business or management field.

Information Technology – Cisco Networking Fundamentals

• COMP230	Introduction to Scripting and Database with Lab	• CGS2540C & • COP1845C	Database Concepts Introduction to Scripting and Programming Languages

Information Technology – Networking Fundamentals

• COMP230	Introduction to Scripting and Database with Lab	• CGS2540C • COP1845C	Database Concepts Introduction to Scripting and Programming Languages

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Fort Lauderdale Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• ENC1101 & • ENC1145	English Composition Topics for Composition
• SPCH275	Public Speaking	• SPC1608	Principles of Public Speaking
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• SYG2000	Introduction to Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Multimedia Core			
• MDD340	Business of Graphics	• GRA2177C • GRA4178C	Corporate Identification Corporate Communications
• WGD201	Visual Design Fundamentals	• ART1201C & • ART2205C **OR** • ART1201C	Design Basics Color Application Design Basics
• WGD205	Advanced Design and Rapid Visualization	• GRA1103C & • GRA1852C	Intro to Visual Design Applications Computer Graphics
• WGD232	Web Design	• CGS2800C & • CGS3803C	Basic Web Design Intermediate Web Design
• WGD235	Web Animation	• GRA2854C & • DIG3343C **OR** • FIL2723C • GRA2854C	2D Animation I: Principles Broadcast Graphics I: Animation Text & Logo Design 2D Animation II: Applications 2D Animation I: Principles
Track			
Graphic and Multimedia Design			
• GMD411	3D Model Design and Construction with Lab	• DIG3368C & • DIG4383C	3D Game Animation Advanced 3D Game Animation
• GMD451	Animation with Lab	• DIG3308C & • DIG3306C	Web Animation 3D Animation I: Principles

Website Design Certificate Program

DeVry University Courses	The Art Institute of Fort Lauderdale Courses
Web Graphic Design	
• WGD201 Visual Design Fundamentals	• GRA2130C Introduction to User Centered Design
• WGD232 Web Design	• CGS2800C & Basic Web Design • CGS3803C Intermediate Web Design
• WGD260 Media Portfolio	• DIG2590C Digital Media/Interactive Portfolio

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Philadelphia Courses
Communication Skills	
• ENGL112 Composition	• GE10110 & English Composition I • GE10210 English Composition II
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
• ETHC445 Principles of Ethics	• GE20510 Ethics
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
• SOCS185 Culture and Society	• GE20530 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
• SPCH275 Public Speaking	• GE10320 Effective Speaking
Business, Management and Technology	
• COMP100 Computer Applications for Business with Lab	• LS10110 Computer Science
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
The following are suggested electives.	
• CIS115 Logic and Design	• GA20720 Programming for Artist
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Game Art & Design

• GA10110	*Observational Drawing*	• GA20610	*Interior Spaces & Worlds*
• GA10120	*Design Fundamentals*	• GA20620	*Game Production Pipeline*
• GA10210	*Introduction to Game Development*	• GA20710	*Level Design*
• GA10320	*Interactive Storytelling*	• GA20720	*Programming for Artists*
• GA10420	*Game Design & Game Play*	• GA20810	*Game Prototyping*
• GA20510	*Texture Mapping for Games*	• GA20820	*Project Management for Game Art*
• GA20520	*Game Modeling*		

Graphic Design

Technical Management Bachelor's Degree Program

DeVry University Courses		The Art Institute of Philadelphia Courses	
• GR10110	Fundamentals of Drawing	• GR10361	Analysis of Form
• GR10120	Fundamentals of Design	• GR10450	Digital Layout
• GR10130	Color Theory	• GR10460	Digital Illustration
• GR10210	Typography I	• GR10471	Digital Imaging & Manipulation
• GR10330	Concept Development	• GR20541	Print Production
Media Arts & Animation			
• AD10130	Language of Animation and Film	• AD10311	Structure, Proportion, Perspective
• AD10210	Life Drawing	• AD10322	Figure Sculpture
• AD10221	Color Theory	• AD10350	Principles of 3D Modeling
• AD10231	Image Manipulation	• AD10361	Advanced Drawing for Animation
• AD10251	Typography	• AD10441	2D Animation Principles
Web Design & Interactive Media			
• IM10210	Image Manipulation	• IM10421	Web Design Workshop
• IM10220	Digital Typography	• IM20511	E-Learning Design
• IM10310	Introduction to Scripting Language	• IM20521	Dynamic Web Scripting
• IM10340	Advanced Image Manipulation	• IM20530	Concepts in Motion Design
• IM10410	Intermediate Scripting Languages		

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Philadelphia Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• GE10110 & • GE10210	English Composition I English Composition II
• SPCH275	Public Speaking	• GE10320	Effective Speaking
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
• HUMN451	Contemporary Fine Arts	• GE30970	History of 20th Century Art
• ETHC445	Principles of Ethics	• GE20510	Ethics
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• GE20530	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business and Computing			
• COMP100	Computer Applications for Business with Lab	• LS10110	Computer Science
Multimedia Core			
• WGD201	Visual Design Fundamentals	• AD 0221 & • GA10120 **OR** • GR10120	Color Theory Design Fundamentals Fundamentals of Design
• WGD210	Digital Imaging Fundamentals	• GR10471 & • GR10460 **OR** • AD10231 & • AD20511	Digital Imaging & Manipulation Digital Illustration Image Manipulation Background Design & Layout
• WGD232	Web Design	• IM20521 & IM10410	Dynamic Web Scripting Intermediate Scripting Languages
• WGD235	Web Animation	• AD10441 & • AD10460 **OR** • AD20712 & • AD10441	2D Animation Principles Principles of 3D Animation Web Animation 2D Animation Principles
• WGD260	Media Portfolio	• GA41120 **OR** • AD20860 **OR** • IM20710 I **AND/OR** • IM20810	Portfolio I Portfolio Foundation Digital Portfolio I Digital Portfolio II
Track			
Graphic and Multimedia Design			

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Philadelphia Courses	
• GMD411	3D Model Design and Construction with Lab	• GA20520 & • GA20610 **OR** • AD10350 & • AD10460	Game Modeling Interior Spaces & Worlds Principles of 3D Modeling Principles of 3-D Animation
• GMD451	Animation with Lab	• AD20831 & • AD20811 **OR** • AD41111 & • AD41121	2D Animation Studio Animation Interactive Animation Studio Animation Portfolio Production

Website Design Certificate Program

DeVry University Courses		The Art Institute of Philadelphia Courses	
Web Graphic Design			
• WGD210	Digital Imaging Fundamentals	• IM10210 & • IM10340	Image Manipulation Advanced Image Manipulation
• WGD242	Advanced Web Design	• IM10310 & • IM10410	Introduction to Scripting Language Intermediate Scripting Languages
• WGD260	Media Portfolio	• IM20810	Digital Portfolio II

Technical Management Bachelor's Degree Program

DeVry University Courses		The Art Institute of Colorado Courses	
Communication Skills			
• ENGL112	Composition	• GS1403 &	English Composition I
		• GS3407	English Composition II
Humanities		Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
Social Sciences		Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• GS2405	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Additional General Education Selection		Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.	
• SPCH275	Public Speaking	• GS2406	Speech
Electives		Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.	
The following are suggested electives.			
• CIS115	Logic and Design	• GWDA123	Programming Logic
Technical Specialty			
General Technical Option		Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.	

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Graphic & Web Design

• GWDA101	Application & Industry	• GWDA132	Information Architecture
• GWDA103	Digital Illustration	• GWDA133	Fundamentals of Web Design
• GWDA105	Concept Design	• GWDA201	Audio and Video
• GWDA111	Introduction to Layout Design	• GWDA202	Interface Design
• GWDA112	Typography-Traditional	• GWDA209	Portfolio I
• GWDA122	Typography-Hierarchy	• GWDA213	Timeline Animation & Interaction
• GWDA123	Programming Logic		

Media Arts & Animation

• MAAA101	Language of Animation & Film	• MAAA203	Audio & Editing Techniques
• MAAA102	Life Drawing & Gesture	• MAAA204	Acting & Movement for Animators
• MAAA111	Animation Principles	• MAAA212	2D Animation
• MAAA112	Short Format Storytelling	• MAAA213	3D Modeling

Technical Management Bachelor's Degree Program

DeVry University Courses		The Art Institute of Colorado Courses	
• *MAAA122*	*Drawing & Anatomy*	• *MAAA222*	*Storyboarding & Animatics*
• *MAAA202*	*Character & Object Design*	• *MAAA232*	*3D Animation*

The Art Institutes®

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Colorado Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• GS1403 & • GS3407	English Composition I English Composition II
• SPCH275	Public Speaking	• GS2406	Speech
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• GS2405	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Multimedia Core			
• MDD340	Business of Graphics	• GWDA272 & • GWDA318	Corporate ID Interactive Industry & Business Operations
• WGD201	Visual Design Fundamentals	• FND105 & • FND150 **OR** GWDA101	Design Fundamentals Digital Color Theory Applications & Industry
• WGD210	Digital Imaging Fundamentals	• FND135 & • FND105	Image Manipulation/ Design Fundamentals
• WGD232	Web Design	• GWDA133 & • GWDA283	Fundamentals of Web Design Advanced Web Design
• WGD235	Web Animation	• MAAA111 & • MAAA101	Animation Principles/ Language of Animation & Film
• WGD251	Responsive Web Design	• GWDA273	Intermediate Web Design
• WGD260	Media Portfolio	• GWDA209 **AND/OR** • GWDA419	Portfolio I Portfolio II
Track			
Graphic and Multimedia Design			
• GMD411	3D Model Design and Construction with Lab	• MAAA232 & • MAAA213	3D Animation 3D Modeling
• GMD451	Animation with Lab	• MAAA312 & • MAAA343	Animation Studio Pre-Production Team

Technical Management Bachelor's Degree Program

DeVry Courses		The Art Institute of Indianapolis Courses	
Communication Skills			
• ENGL112	Composition	• GE110 & • GE260	English Composition Research and Technical Writing

Technical Management Bachelor's Degree Program

DeVry Courses	The Art Institute of Indianapolis Courses
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
• SOCS185 Culture and Society	• GE200 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
• SPCH275 Public Speaking	• GE140 Speech and Communication
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
The following are suggested electives.	
• CIS115 Logic and Design	• GWDA123 Programming Logic

Technical Specialty

General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Graphic & Web Design

• GWDA101	*Applications & Industry*	• GWDA132	*Information Architecture*
• GWDA103	*Digital Illustration*	• GWDA133	*Fundamentals of Web Design*
• GWDA105	*Concept Design*	• GWDA201	*Audio & Video*
• GWDA111	*Introduction to Layout Design*	• GWDA202	*Interface Design*
• GWDA112	*Typography-Traditional*	• GWDA209	*Portfolio I*
• GWDA122	*Typography-Hierarchy*	• GWDA213	*Timeline Animation & Interaction*
• GWDA123	*Programming Logic*		

Media Arts & Animation

• MAAA101	*Language of Animation & Film*	• MAAA202	*Character & Object Design*
• MAAA102	*Life Drawing & Gesture*	• MAAA203	*Audio & Editing Techniques*
• MAAA111	*Animation Principles*	• MAAA204	*Acting & Movement for Animators*
• MAAA112	*Short Format Storytelling*	• MAAA232	*3D Animation*
• MAAA122	*Drawing & Anatomy*	• MAAA233	*Motion Graphics*

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Indianapolis Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• GE110 & • GE260	English Composition Research and Technical Writing
• SPCH275	Public Speaking	• GE140	Speech and Communication
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
• SOCS185	Culture and Society	• GE200	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Multimedia Core			
• MDD340	Business of Graphics	• GWDA308 & • GWDA318	Business of Graphic Design Interactive Industry & Business Operations
• WGD201	Visual Design Fundamentals	• FND105 & • FND150	Design Fundamentals Digital Color Theory
• WGD205	Advanced Design and Rapid Visualization	• GWDA111 & • GWDA222	Introduction to Layout Design Intermediate Layout Design
• WGD210	Digital Imaging Fundamentals	• FND135 & • GWDA105 **OR** • FND135 & • GD411	Image Manipulation Concept Design Image Manipulation Advanced Digital Imaging
• WGD232	Web Design	• GWDA133 **OR** • GWDA273	Fundamentals of Web Design Interactive Web Design
• WGD235	Web Animation	• MAAA111 & • MAAA212	Animation Principles 2D Animation
• WGD251	Responsive Web Design	• GWDA273	Intermediate Web Design
• WGD260	Media Portfolio	• GWDA209	Portfolio I
Track			
Graphic and Multimedia Design			
• GMD371	Advanced Illustration with Lab	• GWDA322 & • GWDA342	Sequential Illustration Editorial Illustration
• GMD411	3D Model Design and Construction with Lab	• MAAA213 & • MAAA232	3D Modeling 3D Animation
• GMD451	Animation with Lab	• MAAA312 & • MAAA333	Animation Studio Dynamics & Simulation
Web Design and Development			
• WBD310	Interactive Web Page Scripting with Lab	• GWDA353 & • GWDA363	Server-Side Scripting Client-Side Scripting

Technical Management Bachelor's Degree Program

DeVry University Courses		The Art Institute of Phoenix Courses	
Communication Skills			
• ENGL112	Composition	• ENG100 &	English I
		• ENG200	English II
Humanities		Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
• ETHC445	Principles of Ethics	• HUM102	Philosophy and Ethics
Social Sciences		Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Additional General Education Selection		Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.	
• SPCH275	Public Speaking	• COM201	Effective Speaking
Business, Management and Technology			
• BUSN115	Introduction to Business and Technology	• PD201	Fundamentals of Business
Electives		Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.	
The following are suggested electives.			
• BUSN319	Marketing	• MW125	Fundamentals of Marketing
• CIS115	Logic and Design	• VGPA111	Introduction to Programming Logic
• CIS170C	Programming with Lab	• SDVA103 &	C++ Programming I
		• SDVA203	C++ Programming II

Technical Specialty

General Technical Option		Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.	

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Graphic & Web Design

• GWDA101	*Applications and Industry*	• GWDA113	*Fundamentals of Web Page Scripting*
• GWDA102	*Rapid Visualization*	• GWDA122	*Typography-Hierarchy*
• GWDA103	*Digital Illustration*	• GWDA202	*Interface Design*
• GWDA105	*Concept Design*	• GWDA203	*Pre-Press and Production*
• GWDA111	*Introduction to Layout Design*	• GWDA207	*Design History*
• GWDA112	*Typography-Traditional*	• GWDA209	*Portfolio I*

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Phoenix Courses

Media Arts and Animation

•	MAAA101	Language of Animation & Film	•	MAAA213	3D Modeling
•	MAAA102	Life Drawing & Gesture	•	MAAA222	Storyboarding& Animatics
•	MAAA111	Animation Principles	•	MAAA232	3D Animation
•	MAAA112	Short Format Storytelling	•	MAAA233	Motion Graphics
•	MAAA122	Drawing & Anatomy	•	MAAA242	Character Modeling
•	MAAA212	2D Animation	•	MAAA243	Material & lighting

Visual and Game Programming

•	GADA101	Introduction to Game Development	•	GADA313	Advanced Game Prototyping
•	GADA202	Game Design & Game Play	•	GADA314	Team Production Planning
•	GADA212	Level Design	•	GADA343	Motion Capture
•	GADA222	Advanced Level Design	•	GADA403	Team Production II
•	GADA302	Mobile & Social Game Design	•	GADA409	Portfolio I
•	GADA303	Game Prototyping	•	GADA419	Portfolio II

Computer Information Systems Bachelor's Degree Program

DeVry University Courses		The Art Institute of Phoenix Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• ENG100 & • ENG200	English I English II
• SPCH275	Public Speaking	• COM201	Effective Speaking
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
• ETHC445	Principles of Ethics	• HUM102	Philosophy and Ethics
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business			
• BUSN115	Introduction to Business and Technology	• PD201	Fundamentals of Business
Computer Systems Concepts			
• CIS115	Logic and Design	• VGPA111	Introduction to Programming Logic
Programming and Database Fundamentals			
• CIS170C	Programming with Lab	• SDVA103 & SDVA203	C++ Programming I C++ Programming II
Track			
Web Game Programming			
• WBG370	Game Development with Lab	• GADA101 & • GADA202	Introduction to Game Development Game Design & Game Play

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Phoenix Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• ENG100 & • ENG200	English I English II
• SPCH275	Public Speaking	• COM201	Effective Speaking
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
• ETHC445	Principles of Ethics	• HUM102	Philosophy and Ethics
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business and Computing			
• BUSN115	Introduction to Business and Technology	• PD201	Fundamentals of Business
Multimedia Core			
• WGD201	Visual Design Fundamentals	• FND105 & • FND150	Design Fundamentals Digital Color Theory
• WGD205	Advanced Design and Rapid Visualization	• GWDA102 & • GWDA111	Rapid Visualization Introduction to Layout Design
• WGD210	Digital Imaging Fundamentals	• FND135 & • GWDA103	Image Manipulation Digital Illustration
• WGD235	Web Animation	• MAAA111 & • MAAA101	Animation Principles Language of Animation & Film
• WGD260	Media Portfolio	• GWDA209	Portfolio I
Track			
Graphic and Multimedia Design			
• GMD371	Advanced Illustration with Lab	• MAAA363 & • GADA205	Advanced Illustration for Production Concept Design & Illustration
• GMD411	3D Model Design and Construction with Lab	• MA280 & • MAAA232 **OR** • MAAA232 & • MAAA213	3D Animation II 3D Animation 3D Animation 3D Modeling
• GMD451	Animation with Lab	• MAAA312 & • MAAA343	Animation Studio Pre-Production Team

The Art Institutes

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Portland Courses
Communication Skills	
• ENGL112 Composition	• WR121 & English Composition • WR125 Argumentation & Research
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
Business, Management and Technology	
• BUSN115 Introduction to Business and Technology	• BA121 Introduction to Business
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
The following are suggested electives.	
• BUSN319 Marketing	• BA241 Principles of Marketing
• CIS115 Logic and Design	• CS114 Logical Thought & Programming
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.

The general technical option is designed for students who wish to apply prior coursework to a particular career area. DeVry coursework, qualifying coursework from a prior college experience, or a combination of DeVry and qualifying prior coursework may apply.

The following disciplines can apply to the General Technical Option with a minimum of 23 credit hours in a particular career area. The remaining four credit hours are taken at DeVry. The following are examples of course distribution into the GTO. Other courses not listed may apply to the GTO.

Graphic & Web Design	
• GD101 *Principles of Graphic Design*	• MA136 *Image Manipulation*
• GD121 *Intro to Computer Graphics*	• WDIM161 *Web Scripting: CSS*
• GD123 *Typography I*	• WDIM225 *Web Design Fundamentals*
• GD127 *Concept Development*	• WDIM230 *Web Timeline Animation*
• GD243 *Graphic Signs & Symbols*	• WDIM241 *User Interface Design*
Media Arts & Animation	
• GA131 *3D Modeling & Animation I*	• MA221 *Intermediate 2D Animation*
• GA132 *3D Modeling & Animation II*	• MA251 *Background Design & Layout*
• MA101 *Language of Animation & Film*	• MA252 *Storyboard*
• MA121 *2D Animation*	• MA266 *Intermediate 3D Modeling*

Technical Management Bachelor's Degree Program

DeVry University Courses		The Art Institute of Portland Courses	
• MA125	*Introduction to 3D Animation*	• MA265	*Intermediate 3D Animation Techniques*
• MA136	*Image Manipulation*	• MA271	*Digital Ink & Painting*

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of Portland Courses	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• WR121 &	English Composition
		• WR125	Argumentation & Research
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business and Computing			
• BUSN115	Introduction to Business and Technology	• BA121	Introduction to Business
Multimedia Core			
• WGD201	Visual Design Fundamentals	• GD101	Principles of Graphic Design
• WGD205		• ADV202 &	Illustration and Rapid Visualization
	Advanced Design and Rapid Visualization	• GD121	Introduction to Computer Graphics
• WGD210		• MA136 &	Image Manipulation
	Digital Imaging Fundamentals	• GD251	Digital Layout & Design
• WGD229		• GD368 &	Information Design
	Information Design	• GD371	Publication Design
• WGD232		• WDIM161 &	Web Scripting: CSS
	Web Design	• WDIM225	Web Design Fundamentals
• WGD235	Web Animation	• GA131 &	3D Modeling & Animation I
		• GA132	3D Modeling & Animation II
• WGD260	Media Portfolio	• GD377	Foundation Portfolio
		OR	
		• MA427	Digital Portfolio
Track			
Graphic and Multimedia Design			
• GMD411	3D Model Design and Construction with Lab	• MA265 &	Intermediate 3D Animation Techniques
		• MA363	Advanced 3D Animation