

866-338-7973

Transfer credits from The Art Institutes Effective from September 6, 2018 to September 1, 2023

DeVry University has developed this Degree Program Transfer Guide to assist students transferring from the Art Institutes to DeVry. This guide doesn't represent all courses required for DeVry programs; rather, it provides a list of courses that, when completed at the Art Institutes may transfer to DeVry. For a complete list of course requirements in each DeVry program, please see the <u>Academic Catalog</u>.

This guide is based on a review of the Art Institutes courses by DeVry as of 9/06/18 and is subject to review and modification at any time and without prior notice. Limitations and restrictions may apply.

Programs included in this guide are:

Bachelor's Programs

Multimedia Design & Development

Software Development

- **Certificate Program**
- Website Design

- Business AdministrationCommunications
- Computer Information Systems
- Technical Management

Management

Process

Applicants seeking to transfer credit must:

- 1. Request a formal credit evaluation prior to beginning the first class at DeVry University; and
- 2. Provide to DeVry an official transcript from the institution where the credit was earned.

Please see a DeVry University admissions representative to request a transfer credit evaluation. Transfer credit is considered on an individual basis and awarded only upon receipt of an official transcript.

Limitations and Restrictions

Admission and transfer credit applicability are subject but not limited to DeVry University's admission requirements, program requirements, and academic policies, including but not limited to the external transfer credit policy. Additional state-specific requirements for transfer credit acceptance may apply.

Please note the following:

- A grade of C (70%) or higher is required for all transfer credits to DeVry University. Courses accepted in transfer may not be applicable to the academic program chosen by the student.
- The number of credits granted for any course equivalency may not exceed the number on the transcript associated with the transfer course.
- Curriculum changes at either institution may affect transferability and applicability of certain credits. A time limit
 may be imposed on the ability to transfer credits for some courses, especially those in technical or evolving
 areas.

These transfer guides were created as part of an articulation agreement with The Art Institutes and with The Art Institutes Argosy campuses. These transfer guides are specific to certain Art Institute locations as noted in the tables below.

Important information about the educational debt, earnings, and completion rates of students who attended DeVry can be found at <u>www.devry.edu/degree-programs/ge.html</u>.

In New York, DeVry University operates as DeVry College of New York. DeVry University is accredited by The Higher Learning Commission (HLC), www.hlcommission.org. Keller Graduate School of Management is included in this accreditation. DeVry is certified to operate by the State Council of Higher Education for Virginia. Arlington Campus: 2450 Crystal Dr., Arlington, VA 22202. DeVry University is authorized for operation by the THEC, www.tn.gov/thec Nashville Campus: 3343 Perimeter Hill Dr., Nashville, TN 37211. Unresolved complaints may be reported to the Illinois Board of Higher Education through the online compliant system http://complaints.ibhe.org/ or by mail to 1 N. Old State Capitol Plaza, Ste. 333, Springfield, IL 62701-1377. Program availability varies by location. In site-based programs, students will be required to take a substantial amount of coursework online to complete their program. ©2018 DeVry Educational Development Corp. All rights reserved.

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Table of Contents

The following are the Art Institute locations included in this transfer guide with the corresponding DeVry programs. The click on the hyperlink of the program name to jump to the transfer guide for that program. All DeVry programs are bachelor's degree programs unless otherwise noted.

| Art Institute Locations | DeVry Programs |
|--|---|
| The Art Institute of Washington, Charleston and Tennessee-Nashville | <u>Technical Management</u> <u>Multimedia Design & Development</u> |
| The Illinois Institute of Art – Chicago, Schaumburg & the Art Institute of Michigan | <u>Technical Management</u> <u>Multimedia Design & Development</u> |
| The Art Institute of Charlotte and Raleigh-Durham | <u>Technical Management</u> <u>Multimedia Design & Development</u> Website Design (Certificate) |
| The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses | <u>Business Administration</u> <u>Management</u> <u>Website Design (Certificate)</u> <u>Technical Management</u> <u>Multimedia Design & Development</u> Communications |
| The Art Institute of Fort Lauderdale | <u>Technical Management</u> <u>Multimedia Design & Development</u> Website Design (Certificate) |
| The Art Institute of Philadelphia | <u>Technical Management</u> <u>Multimedia Design & Development</u> <u>Website Design (Certificate)</u> |
| The Art Institute of Colorado | Technical Management <u>Multimedia Design & Development</u> |
| The Art Institute of Indianapolis | <u>Technical Management</u> <u>Multimedia Design & Development</u> |
| The Art Institute of Phoenix | <u>Technical Management</u> <u>Computer Information Systems</u> Multimedia Design & Development |
| The Art Institute of Portland | <u>Technical Management</u> <u>Multimedia Design & Development</u> |



866-338-7973

Additional Locations

The following programs were added on April 26, 2019. These locations are not part of the original articulation agreement. However, the curriculum tables below provide similar course equivalency information.

| Art Institute Locations | DeVry Programs |
|---|--|
| The Art Institute of Pittsburgh | Website Design (Certificate) |
| | <u>Technical Management</u> |
| | <u>Multimedia Design & Development</u> |
| The Art Institute – Online | Website Design (Certificate) |
| | <u>Technical Management</u> |
| | <u>Multimedia Design & Development</u> |
| The Art Institute of Las Vegas (Henderson) | Website Design (Certificate) |
| | Business Administration |
| | <u>Management</u> |
| | <u>Technical Management</u> |
| | <u>Computer Information Systems</u> |
| | <u>Software Development</u> |
| | <u>Multimedia Design & Development</u> |
| | <u>Communications</u> |
| The Art Institute of California – Hollywood and San | <u>Website Design (Certificate)</u> |
| Diego | Business Administration |
| | <u>Management</u> |
| | <u>Technical Management</u> |
| | <u>Computer Information Systems</u> |
| | <u>Multimedia Design & Development</u> |
| | <u>Communications</u> |

Note: Students who attended other locations may also be eligible for credit. Student transcripts are individually evaluated. As such, students who attended other locations may also submit their transcripts for evaluation.



866-338-7973

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 applicabl social science discipline can be applied as social science cre 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 | ٠ | 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 Des | sign | | | |
| • | GWDB 101 | Applications & Industry | ٠ | GWBD 112 | Typography- Traditional |
| • | GWDB 102 | Rapid Visualization | • | GWBD 122 | Typography-Hierarchy |
| • | GWDB 103 | Digital Illustration | • | GWBD 133 | Fundamentals of Web Design |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| DeVry University Courses | | | Art Institute of Washington, Charleston, Tenness Nashville Courses | | |
|--------------------------|-------------------------------|---|---|---------------------------------|--|
| • GWDB 105 | 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 | |
| | | | | | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| DeVry University Courses | | | Art Institute of Washington, Charleston, Tennessee - Nashville Courses | | | | |
|--------------------------|----------------------|--|---|---|---|--|--|
| Co | Communication Skills | | | Up to 6 semester-credit hours of coursework in an applicabl communication skills discipline can be applied a communication skills credit toward this program. | | | |
| • | ENGL112 | Composition | • | EN 101 & EN 102 | English I English II | | |
| • | SPCH275 | Public Speaking | • | COM 105 | Public Speaking | | |
| Hu | Imanities | | ap | licable humanit | redit hours of coursework in any ies discipline can be applied as oward this program | | |
| So | cial Sciences | | Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as socia science credit toward this program. | | | | |
| Ма | athematics an | d Natural Sciences | nat | | edit hours of coursework in any applicable scipline can be applied as natural science rogram. | | |
| Μι | ultimedia Core | 9 | | | | | |
| • | 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 | | |
| Tra | ack | | | | | | |
| | Graphic and | d Multimedia Design | | | | | |
| | • GMD41 | 1 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 | | |
| _ | • GMD45 | 1 Animation with Lab | • | MAAB 312 & MAAB 403 | Animation Studio Production Team | | |



866-338-7973

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 | d 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. |

| 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 & De | sign | | | |
|---|--------------------------|----------------------------------|---|------------------|---|
| • | 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 | 1 | | | |
| • | Graphic Design GD 105 | Survey of Graphic Design | • | GD 203 | Digital Layout |
| • | , , | | • | GD 203 GD 204 | Digital Layout History of Graphic Design |
| • | GD 105 | Survey of Graphic Design | | | 5 , |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| De | DeVry University Courses | | | The Illinois Institute of Art Chicago, Schaumburg ar The Art Institute Michigan Courses | | |
|----|--------------------------|---|---|--|---------------------------------|--|
| • | 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 | |
| • | MAAB 111 | Animation Principles | • | MAAB 222 | Storyboarding & Animatics | |
| • | MAAB 112 | Short Format Storytelling | ٠ | 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 | ٠ | WDIM265 | Advanced Web Scripting | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| DeVry University Courses | | | The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program. | | | |
|----------------------------------|---------------|---|---|---|---|--|
| Communication Skills | | | | | | |
| • | ENGL112 | Composition | • | GEN101 & GEN102 | English I English II | |
| • | SPCH275 | Public Speaking | ٠ | GEN105 | Effective Speaking | |
| Hu | manities | | hù | to 6 semester manities discip s program | -credit hours of coursework in any applicable line can be applied as humanities credit toward | |
| So | cial Sciences | | SO | | -credit hours of coursework in any applicable cipline can be applied as social science credit am. | |
| • | SOCS185 | Culture and Society | • | GEN247 | Sociology | |
| Mathematics and Natural Sciences | | | na | Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program. | | |
| Mu | Itimedia Core | 9 | | | | |
| • | WGD201 | Visual Design Fundamentals | • | ART100 & ART110 OR | Design Fundamentals Color Theory | |
| | | | • | GD105 | 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 | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| Vry Universit | y Courses | The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses | | | |
|---------------|--|---|--|--|--|
| WGD260 | Media Portfolio | WDIM435 E-Portfolio OR GADB409 Portfolio I GADB419 Portfolio II OR GD302 Portfolio I GD403 Portfolio II | | | |
| ack | | | | | |
| Graphic and | d Multimedia Design | | | | |
| • GMD41 | 1 3D Model Design and Construction with Lab | MAAB213 & 3D Modeling MAAB232 3D Animation | | | |
| • GMD45 | 1 Animation with Lab | MAAB312 & Animation Studio MAAB403 Production Team | | | |



866-338-7973

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 Composit | ion | 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 a | nd Society | SOC101 Sociology |
| Mathematics and Natural S | ciences | Three semester-credit hours of coursework in an applicable natural sciences discipline can be applied a natural science credit toward this program. |
| Additional General Educati | on Selection | Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement. |
| SPCH275 Public Sp | eaking | COM101 Oral Communications |
| Electives | | Up to 25 credit hours of qualifying prior colleg- coursework not meeting other program requirement may be applied toward elective hours. |

| 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 | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| De | Vry University | Courses | | The Art Institut of Raleigh-Dur | e of Charlotte and The Art Institute ham Courses |
|----|----------------|--------------------------------------|---|------------------------------------|---|
| • | GWDA 207 | Design History | ٠ | 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 | ٠ | GWDA 308 | Business of Graphic Design |
| | 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 | ٠ | MAAA 222 | Storyboarding and Animatics |
| • | MAAA 122 | Drawing and Anatomy | ٠ | 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 | ٠ | GWDA 263 | Web Standards |
| , | GWDA 132 | Information Architecture | ٠ | GWDA 283 | Advanced Web Design |
| • | GWDA 201 | Audio and Video | • | GWDA 313 | Emerging Technologies |
| , | GWDA 213 | Timeline Animation and Interaction | | | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| De | 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 | |
| Hu | manities | | hu | | edit hours of coursework in any applicable e can be applied as humanities credit | |
| • | HUMN303 | Introduction to the Humanities | ٠ | HUM 101 | Introduction to Humanities | |
| So | cial Sciences | | so | | edit hours of coursework in any applicable bline can be applied as social science ogram. | |
| • | SOCS185 | Culture and Society | • | SOC101 | Sociology | |
| Mathematics and Natural Sciences | | | nat | | edit hours of coursework in any applicable scipline can be applied as natural science ogram. | |
| Mu | Itimedia 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 | |
| • | 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 | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

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



866-338-7973

Website Design Certificate Program

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



Business Administration Bachelor's Degree Program

| DeVry University Courses | | | The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses | | |
|----------------------------------|---------------------------|---|---|--|--|
| Co | mmunicatior | 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. | | |
| • | SPCH275 | Public Speaking | HU111 Effective Speaking | | |
| Hu | manities | | 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 | HU250 Humanities | | |
| • | ETHC445 | Principles of Ethics | HU357 Ethics | | |
| So | cial 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 | SB113 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. | | |
| Bu | siness Core | | | | |
| • | BUSN115 | Introduction to Business and Technology | FADA308 Fundamentals of Business | | |
| • | BUSN319 | Marketing | ADVA201 Fundamentals of Marketing | | |
| • | COMP100 | Computer Applications for Business with La | • MRKA111 Office Systems | | |
| Ele | ectives | | Up to 9 credit hours of qualifying prior college courseword not meeting other program requirements may be applied toward elective hours. | | |
| Ma | ijor/Concentr | ation | | | |
| | Hospitality | Management | | | |
| | HOSP3 | 10 Introduction to Hospitality Management | FB1102 & Introduction to Hospitality CM3319 Leadership & Organizational Development | | |
| | HOSP4 | 10 Restaurant Management | CM3320 & Foodservice Financial Management FB2200 Beverage Purchasing, Inventory, Control & Menu Authoring | | |
| | Sales and M | larketing | | | |
| | • MKTG3 | 40 Digital Marketing Fundamentals (3) | ADVA322 Digital Media Campaigns | | |
| | MKTG4 | 10 Advertising and Public Relations | ADVA101 & Fundamentals of Advertising ADVA328 Public Relations | | |
| | Small Busin | ness Management and Entrepreneurship | | | |
| | • SBE310 |) Small Business Management and Entrepreneurship | MRKA305 & Business for the Entrepreneur I MRKA315 Business for the Entrepreneur II | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



Management Bachelor's Degree Program

| DeVry University Courses | The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses | | | |
|--|---|--|--|--|
| 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 | HU357 Ethics | | | |
| Social Sciences | Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as socia science credit toward this program. | | | |
| SOCS185 Culture and Society | SB113 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 | HU111 Effective Speaking | | | |
| Business, Management and Technology | | | | |
| BUSN115 Introduction to Business and Technology | FADA308 Fundamentals of Business | | | |
| BUSN319 Marketing | ADVA201 Fundamentals of Marketing | | | |
| COMP100 Computer Applications for Business with Lab | MRKA111 Office Systems | | | |
| Concentration | | | | |
| Hospitality Management | | | | |
| HOSP310 Introduction to Hospitality Management | FB1102 & Introduction to Hospitality CM3319 Leadership & Organizational Development | | | |
| HOSP410 Restaurant Management | CM3320 & Foodservice Financial Management FB2200 Beverage Purchasing, Inventory, Control & Menu Authoring | | | |
| Sales and Marketing | | | | |
| MKTG340 Digital Marketing Fundamentals | ADVA322 Digital Media Campaigns | | | |
| MKTG410 Advertising and Public Relations | ADVA101 & Fundamentals of Advertising ADVA328 Public Relations | | | |
| Small Business Management and Entrepreneurship | | | | |
| SBE310 Small Business Management and Entrepreneurship | MRKA305 & Business for the Entrepreneur I MRKA315 Business for the Entrepreneur II | | | |
| | | | | |



866-338-7973

Website Design Certificate Program

| DeVry University Courses | | y Courses | The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses | | | | |
|--------------------------|--------------|-----------------------|--|--|--|--|--|
| We | eb Graphic D | esign | | | | | |
| • | WGD232 | Web Design | GWDA133 Fundamentals of Web Design OR | | | | |
| | | | GWDA273 Intermediate Web Design | | | | |
| • | WGD251 | Responsive Web Design | GWDA273 Intermediate Web Design | | | | |
| • | WGD260 | Media Portfolio | GWDA209 Portfolio I | | | | |



866-338-7973

Technical Management Bachelor's Degree Program

| De | DeVry University Courses | | | The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses | | | |
|--|--------------------------|---|--|--|---------------------------|--|--|
| 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 | • | HU357 | 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 | • | SB113 | 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 | • | HU111 | Effective Speaking | | |
| Bu | siness, Mana | gement and Technology | | | | | |
| • | BUSN115 | Introduction to Business and Technology | • | FADA308 | Fundamentals of Business | | |
| • | COMP100 | Computer Applications for Business with Lab | • | MRKA111 | Office Systems | | |
| Ele | ectives | | Up to 25 credit hours of qualifying prior college courseword not meeting other program requirements may be applied toward elective hours. | | | | |
| Th | e following are | suggested electives. | | | | | |
| • | BUSN319 | Marketing | • | ADVA201 | Fundamentals of Marketing | | |
| Те | chnical Speci | alty | | | | | |
| General Technical Option | | chnical Option | Up to 27 credit hours of qualifying prior college coursewor not meeting other program requirements may be applie toward the technical specialty hours. | | | | |

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 | • | GWDA133 | Fundamentals of Web Design | | | |
| • | GWDA103 | Digital Illustration | • | GWDA202 | Interface Design | | | |
| • | GWDA105 | Concept Design | ٠ | GWDA209 | Portfolio I | | | |
| • | GWDA111 | Introduction to Layout Design | • | GWDA222 | Intermediate Layout Design | | | |
| • | GWDA112 | Typography-Traditional | • | GWDA243 | Object Oriented Scripting | | | |
| | | | | | | | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| De | Vry University | Courses | The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses | | | | |
|----|----------------|---|--|---------|---|--|--|
| | GWDA122 | Typography-Hierarchy | ٠ | GWDA272 | Corporate Identity | | |
| | Hospitality Fo | ood and Beverage Management | | | | | |
| | CM3306 | Foodservice Technology & Information | • | FB1102 | Introduction to Hospitality | | |
| | CM3315 | Hospitality Marketing | • | FB2200 | Beverage Purchasing Inventory, Control, & Menu Authoring | | |
| | CM3320 | Foodservice Financial Management | • | FB2212 | Merchandising in Foodservice | | |
| | CM3324 | Catering & Event Management | ٠ | FB3315 | Hospitality Law | | |
| | CM4410 | Innovation & Entrepreneurship | • | FB3318 | Sales & Public Relations | | |
| | CM4420 | Exploring Wines & the Culinary Arts | • | FB4409 | New World & Emerging Wines | | |
| | Marketing | | | | | | |
| | MRKA101 | Survey of Marketing & Entertainment Management | • | MRKA233 | Artist Management | | |
| | MRKA111 | Office Systems | • | MRKA223 | Producing & Production | | |
| | MRKA203 | Project Management | ٠ | MRKA305 | Business for the Entrepreneur I | | |
| | MRKA204 | Scriptwriting for Event Management | • | MRKA306 | Event Management I: Music & Theater | | |
| | MRKA205 | Marketing & Promotions in the Entertainment Industry | • | MRKA315 | Business for the Entrepreneur II | | |
| | MRKA214 | Public Relations Writing | • | MRKA408 | Advanced Promotions | | |
| | 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 | | |
| | MAAA122 | Drawing & Anatomy | ٠ | MAAA232 | 3D Animation | | |
| | MAAA202 | Character & Object Design | • | MAAA233 | Motion Graphics | | |
| | Professional | Writing | | | | | |
| | PRWA101 | Principles of Rhetoric | • | PRWA121 | Creative Writing | | |
| | PRWA102 | Journalism | • | PRWA202 | The Language of Business | | |
| | PRWA103 | Foundations of Professional Writing | • | PRWA203 | Introduction to Copyediting | | |
| | PRWA104 | Marketing Communications | • | PRWA212 | Story Writing | | |
| | PRWA107 | Myth & Symbol | • | PRWA213 | Content Management for Web Media | | |
| | PRWA111 | Introduction to Literary Studies | | | | | |
| | | , | | | | | |

Visual Effects and Motion Graphics

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| DeVry Universit | y Courses | The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses | | | |
|-----------------|--|--|--|--|--|
| • EM1000 | Introduction to Visual Effects & Motion Graphics | • EM3392 | Intermediate 3-D Visual Effects | | |
| • EM2251 | Intermediate Visual Effects: Rotoscoping & Painting | • EM3394 | Advanced Visual Effects & Motion Graphics – Plates & Elements | | |
| • EM2552 | Video Production For Visual Effects & Motion Graphics | • EM4402 | Motion & Shot Design | | |
| • EM2254 | Matte Painting | • EM4412 | Broadcast Design | | |
| • EM3311 | Previsulization | • EM4414 | Portfolio Development | | |
| • EM3381 | Visual Effects-Match Moving | • EM4422 | Lighting for Visual Effects & Motion Graphics | | |

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.

| Hospitality Management | | | | | | |
|------------------------|---------|--|---|--------------------|---|--|
| • | HOSP310 | Introduction to Hospitality Management | • | FB1102 & CM3319 | Introduction to Hospitality Leadership & Organizational Development | |
| • | HOSP410 | Restaurant Management | • | CM3320 FB2200 | Foodservice Financial Management Beverage Purchasing, Inventory, Control & Menu Authoring | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| DeVry Universit | ty Courses | The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses |
|-----------------------------|--------------------------------|---|
| Communicatior | n 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. |
| SPCH275 | Public Speaking | HU111 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 |
| • HUMN303 | Introduction to the Humanities | HU250 Humanities |
| • ETHC445 | Principles of Ethics | HU357 Ethics |
| Social Sciences | 3 | 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 | SB113 Sociology |
| Mathematics ar | nd 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 Cor | e | |
| • MDD340 | Business of Graphics | GWDA272 Corporate Identity GWDA308 Business of Graphic Design |
| • WGD201 | Visual Design Fundamentals | FND105 & Design Fundamentals FND150 Digital Color Theory OR FS102 & Fundamentals of Design FS103 Color Theory |
| • WGD210 | Digital Imaging Fundamentals | FND135 & Image Manipulation GWDA103 Digital Illustration OR FS122 & Image Manipulation GD1134 Digital Illustration |
| • WGD229 | Information Design | GWDA111 & Introduction to Layout Design GWDA222 Intermediate Layout Design |
| • WGD232 | Web Design | GWDA133 Fundamentals of Web Design OR GWDA273 Intermediate Web Design |
| • WGD235 | Web Animation | MAAA111 & Animation Principles MAAA204 Acting & Movement for Animators OR GADA312 Game Animation MAAA111 Animation Principles |
| | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

| viu | itimeala D | esign & Development Bachelor's Degre | e Pr | ogram | | | |
|------|-------------------------|---|------|---|---|--|--|
| DeV | eVry University Courses | | | The Art Institute of California – Inland Empire, Orang County, Sacramento, San Francisco, campuses of Argosy University Courses | | | |
| , | WGD260 | Media Portfolio | • | GWDA209 OR FS297 | Portfolio I Portfolio I | | |
| | | | • | OR GADA409 | Portfolio I | | |
| Frac | :k | | | | | | |
| | Graphic and | d Multimedia Design | | | | | |
| | • GMD41 ⁻ | 3D Model Design and Construction with Lab | • | MAAA232 & MAAA302 OR MA2204 & MA3322 | 3D Animation3D Character Animation3D Animation3-D Visual Effects | | |
| | • GMD45 ⁴ | 1 Animation with Lab | • | MAAA312 & MAAA403 | Animation Studio Production Team | | |



Communications Bachelor's Degree Program

| DeVry Univers | ity Courses | The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses | | | | |
|----------------------|--|---|--|--|--|--|
| Communication Skills | | Up to 6 semester-credit hours of coursework in an applicabl communication skills discipline can be applied a communication skills credit toward this program. | | | | |
| • SPCH275 | Public Speaking | HU111 Effective Speaking | | | | |
| Humanities | | Up to 9 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program | | | | |
| • ETHC445 | Principles of Ethics | HU357 Ethics | | | | |
| • HIST405 | United States History | SB210 U.S. History | | | | |
| • HUMN303 | Introduction to the Humanities | HU250 Humanities | | | | |
| Social Science | PS | Up to 15 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program. | | | | |
| • PSYC305 | Motivation and Leadership | SB322 Organizational Psychology | | | | |
| • SOCS185 | Culture and Society | SB113 Sociology | | | | |
| Mathematics a | nd Natural Sciences | Up to 9 semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program. | | | | |
| Business | | | | | | |
| • BUSN319 | Marketing | ADVA201 Fundamentals of Marketing | | | | |
| Business Com | munications Concentration | | | | | |
| • TC220 | Rhetorical Strategies for Technical Communication | PRWA101 & Principles of Rhetoric PRWA103 Foundations of Professional Writing | | | | |
| • TC420 | Marketing and Corporate Communications | PRWA104 & Marketing Communications PRWA304 Communication in the Global Marketplace | | | | |



866-338-7973

Technical Management Bachelor's Degree Program

| | The Art Institute of Fort Lauderdale Courses | | | | |
|------------------------|---|--|---|--|--|
| Skills | | | | | |
| Composition | • | ENC1101 & ENC1145 | English Composition Topics for Composition | | |
| | app | licable humanitie | dit hours of coursework in any es discipline can be applied as ward this program. | | |
| | app | licable social sci | edit hours of coursework in any ience discipline can be applied as t toward this program. | | |
| Culture and Society | • | SYG2000 | Introduction to Sociology | | |
| Natural Sciences | Three semester-credit hours of coursework in an applicable natural sciences discipline can be applied a natural science credit toward this program. | | | | |
| al Education Selection | Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement. | | | | |
| Public Speaking | • | SPC1608 | Principles of Public Speaking | | |
| | Up to 25 credit hours of qualifying prior college coursewor not meeting other program requirements may be applie toward elective hours. | | | | |
| suggested electives. | | | | | |
| Logic and Design | • | COP2363C & OR | Introduction to Programming C++ | | |
| | • | COP1845C | Introduction to Scripting and | | |
| | Culture and Society I Natural Sciences Tal Education Selection Public Speaking suggested electives. | Skills Composition Composition Thr app hun Up app soc Culture and Society Natural Sciences app nati ral Education Selection Public Speaking Up not tow suggested electives. | Skills • ENC1101 & Composition • ENC1101 & Image: Composition • ENC1145 Three semester-creater applicable humanities credit to Up to 6 semester-creater applicable social sc social science crediter Culture and Society • SYG2000 Image: Natural Sciences • SYG2000 Image: Natural Sciences Three semester-creater applicable natural science creater ral Education Selection Three semester-creater applicable generated toward this program Public Speaking • SPC1608 Up to 25 credit hour not meeting other provard elective hou suggested electives. Logic and Design • COP2363C & | | |

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

| ting |
|------|
| g |
| |
| |
| |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| De\ | /ry Courses | | The Art Institute of Fort Lauderdale Courses | | | | |
|-----|---------------|--|--|----------|--|--|--|
| | DIG3368C | 3D Game Animation | ٠ | DIG3797C | Designing Interior Spaces and Worlds | | |
| | Graphic Desig | IN | | | | | |
| | GRA1103C | Introduction to Visual Design Application | s• | GRA1853C | Typography | | |
| | 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 | ٠ | 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 | |
| Inf | ormation Tec | chnology – Networking Fundame | ntals | | | |
| • | COMP230 | Introduction to Scripting and Database with Lab | • | CGS2540C COP1845C | Database Concepts Introduction to Scripting and Programming Languages | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



DeVry University Courses

DEVRY UNIVERSITY TRANSFER GUIDE

The Art Institute of Fort Lauderdale Courses

866-338-7973

Up to 6 semester-credit hours of coursework in an **Communication Skills** applicable communication skills discipline can be applied as communication skills credit toward this program. Composition **English Composition** ENGL112 ENC1101 & • **Topics for Composition** ENC1145 • **Public Speaking** Principles of Public Speaking SPCH275 SPC1608 • Up to 6 semester-credit hours of coursework in any **Humanities** applicable humanities discipline can be applied as humanities credit toward this program Up to 9 semester-credit hours of coursework in any **Social Sciences** applicable social science discipline can be applied as social science credit toward this program. Introduction to Sociology **SOCS185** Culture and Society SYG2000 • Three semester-credit hours of coursework in any **Mathematics and Natural Sciences** applicable natural sciences discipline can be applied as natural science credit toward this program.

Multimedia Design & Development Bachelor's Degree Program

| Μι | ultimedia Core | 8 | | | |
|-----|----------------|---|---|---|---|
| • | 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 | 2D Animation I: Principles Broadcast Graphics I: Animation Text & Logo Design |
| | | | • | OR FIL2723C GRA2854C | 2D Animation II: Applications 2D Animation I: Principles |
| Tra | ack | | | | |
| | Graphic and | d Multimedia Design | | | |
| | • GMD41 | 1 3D Model Design and Construction with Lab | • | DIG3368C & DIG4383C | 3D Game Animation Advanced 3D Game Animation |
| | • GMD45 | 1 Animation with Lab | • | DIG3308C & DIG3306C | Web Animation 3D Animation I: Principles |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19 DeVry University offers on campus and <u>online degree programs</u>; visit <u>www.devry.edu</u> to learn more.



866-338-7973

Website Design Certificate Program

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



866-338-7973

Technical Management Bachelor's Degree Program

| DeVry Univers | sity Courses | The Art Institute of Philadelphia Courses | | | |
|--|---|---|--|--|--|
| Communicatio | on 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 Science | es | Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as socia science credit toward this program. | | | |
| • SOCS185 | Culture and Society | GE20530 Sociology | | | |
| Mathematics a | 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, Ma | nagement 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 a | re suggested electives. | | | | |
| • CIS115 | Logic and Design | GA20720 Programming for Artist | | | |
| Technical Spe | cialty | | | | |
| General T | echnical 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 | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| | | |) | | | |
|----|------------------------|------------------------------------|---|------------------|------------------------------------|--|
| De | Vry University | Courses | - | The Art Institut | e of Philadelphia Courses | |
| • | GA10420 | Game Design & Game Play | ٠ | GA20810 | Game Prototyping | |
| • | GA20510 | Texture Mapping for Games | • | GA20820 | Project Management for Game Art | |
| • | GA20520 | Game Modeling | | | | |
| | Graphic Des | ign | | | | |
| , | GR10110 | Fundamentals of Drawing | ٠ | GR10361 | Analysis of Form | |
| | GR10120 | Fundamentals of Design | • | GR10450 | Digital Layout | |
| | GR10130 | Color Theory | ٠ | GR10460 | Digital Illustration | |
| • | GR10210 | Typography I | • | GR10471 | Digital Imaging & Manipulation | |
| | GR10330 | Concept Development | ٠ | GR20541 | Print Production | |
| | Media Arts & Animation | | | | | |
| • | AD10130 | Language of Animation and Film | ٠ | 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 | | | | |
| | | | | | | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| DeVry Universit | ty Courses | Th | e Art Institute | of Philadelphia Courses | |
|----------------------------------|---|---|---|---|--|
| Communicatior | n Skills | Up to 6 semester-credit hours of coursework in a applicable communication skills discipline can be applied a communication skills credit toward this program. | | | |
| ENGL112 | Composition | • | GE10110 & GE10210 | English Composition I English Composition II | |
| • SPCH275 | Public Speaking | • | GE10320 | Effective Speaking | |
| Humanities | | | plicable humani | credit hours of coursework in any ties discipline can be applied as toward this program | |
| • HUMN451 | Contemporary Fine Arts | • | GE30970 | History of 20 th 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 an applicable natural sciences discipline can be applied a natural science credit toward this program. | | |
| Business and C | | | | | |
| • COMP100 | Computer Applications for Business with Lab | • | LS10110 | Computer Science | |
| Multimedia Cor | e | | | | |
| • WGD201 | Visual Design Fundamentals | • | AD 0221 & GA10120 | Color Theory Design Fundamentals | |
| | | • | OR GR10120 | Fundamentals of Design | |
| • WGD210 | Digital Imaging Fundamentals | • | GR10471 & GR10460 OR | Digital Imaging & Manipulation Digital Illustration | |
| | | • | AD10231 & AD20511 | Image Manipulation Background Design & Layout | |
| • WGD232 | Web Design | • | IM20521 & IM10410 | Dynamic Web Scripting Intermediate Scripting Languages | |
| • WGD235 | Web Animation | • | AD10441 & AD10460 OR | 2D Animation Principles Principles of 3D Animation | |
| | | • | AD20712 & AD10441 | Web Animation 2D Animation Principles | |
| | | | | | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| eVry University Courses | | | The Art Institute of Philadelphia Courses | | |
|-------------------------|-------------|---|---|-----------------------------------|--|
| | WGD260 | Media Portfolio | • | GA41120 OR | Portfolio I |
| | | | • | AD20860 OR | Portfolio Foundation |
| | | | • | IM20710 I AND/OR | Digital Portfolio I |
| | | | • | IM20810 | Digital Portfolio II |
| rac | ck | | | | |
| | Graphic and | d Multimedia Design | | | |
| | • GMD41 | 1 3D Model Design and Construction with Lab | • | GA20520 & GA20610 OR | Game Modeling Interior Spaces & Worlds |
| | | | • | AD10350 & AD10460 | Principles of 3D Modeling Principles of 3-D Animation |
| | • GMD45 | 1 Animation with Lab | • | AD20831 & AD20811 OR | 2D Animation Studio Animation Interactive |
| | | | • | AD41111 & AD41121 | Animation Studio Animation Portfolio Production |



866-338-7973

Website Design Certificate Program

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



866-338-7973

Technical Management Bachelor's Degree Program

| DeVry Unive | rsity Courses | The Art Institute of Colorado Courses | | | |
|----------------------------|----------------------------|---|--|--|--|
| Communicat | ion Skills | | | | |
| ENGL112 | 2 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 Scien | ces | Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program. | | | |
| SOCS18 | 5 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 G | eneral Education Selection | Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement. | | | |
| SPCH27 | 5 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 | | | |

| 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 | | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| DeVry University Courses | | The | The Art Institute of Colorado Courses | | | |
|--------------------------|------------------------------|-----|---------------------------------------|---------------------------------|--|--|
| Media Arts & | Animation | | | | | |
| MAAA101 | Language of Animation & Film | • M | IAAA203 | Audio & Editing Techniques | | |
| MAAA102 | Life Drawing & Gesture | • M | AAA204 | Acting & Movement for Animators | | |
| MAAA111 | Animation Principles | • M | IAAA212 | 2D Animation | | |
| MAAA112 | Short Format Storytelling | • M | AAA213 | 3D Modeling | | |
| MAAA122 | Drawing & Anatomy | • M | AAA222 | Storyboarding & Animatics | | |
| MAAA202 | Character & Object Design | • M | IAAA232 | 3D Animation | | |
| | | | | | | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| De | Vry Universit | y Courses | The Art Institute of Colorado Courses | | | | |
|----------------------------------|----------------------|--|---|---|--|--|--|
| Co | Communication Skills | | | Up to 6 semester-credit hours of coursework in an applicabl communication skills discipline can be applied a communication skills credit toward this program. | | | |
| • | ENGL112 | Composition | • | GS1403 & GS3407 | English Composition I English Composition II | | |
| • | SPCH275 | Public Speaking | ٠ | GS2406 | Speech | | |
| Hu | manities | | ap | olicable human | credit hours of coursework in any ities discipline can be applied as toward this program | | |
| Social Sciences | | | Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as socia science credit toward this program. | | | | |
| • | SOCS185 | Culture and Society | • | GS2405 | Sociology | | |
| Mathematics and Natural Sciences | | | nat | Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program. | | | |
| Mu | Itimedia 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 | Portfolio I | | |
| _ | | | • | GWDA419 | Portfolio II | | |
| Tra | ack | | | | | | |
| _ | - | Multimedia Design | | | | | |
| | • GMD41 | 1 3D Model Design and Construction with Lab | • | MAAA232 & MAAA213 | 3D Animation 3D Modeling | | |
| | • GMD45 | 1 Animation with Lab | • | MAAA312 & MAAA343 | Animation Studio Pre-Production Team | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19 DeVry University offers on campus and <u>online degree programs</u>; visit <u>www.devry.edu</u> to learn more.



866-338-7973

Technical Management Bachelor's Degree Program

| DeVry Courses | | The Art Institute of Indianapolis Courses | | |
|---------------------------------|-----------|---|--|--|
| Communication Skills | | | | |
| ENGL112 Composition | l | GE110 & English Composition GE260 Research and Technical Writing | | |
| 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 Scie | ences | 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 Speal | king | 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 ele | ectives. | | | |
| CIS115 Logic and Definition | aaian | GWDA123 Programming Logic | | |

| 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 & wet | b 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 |
| ٠ | GWDA122 | Typography-Hierarchy | • | GWDA213 | Timeline Animation & Interaction |
| • | GWDA123 | Programming Logic | | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19

Craphia & Wah Design



866-338-7973

Technical Management Bachelor's Degree Program

| De | DeVry Courses The Art Institute of Indianapolis Courses | | | | | |
|----|---|------------------------------|---|---------|---------------------------------|--|
| | Media Arts & | Animation | | | | |
| • | MAAA101 | Language of Animation & Film | ٠ | 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 | |
| | | | | | | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| De | Vry Universit | y Courses | Th | e Art Institute o | of Indianapolis Courses |
|----------------------------------|---------------|--|-----|----------------------------------|---|
| Co | mmunication | Skills | coi | mmunication s | redit hours of coursework in an applicable kills discipline can be applied as Ils credit toward this program. |
| • | ENGL112 | Composition | • | GE110 & GE260 | English Composition Research and Technical Writing |
| • | SPCH275 | Public Speaking | • | GE140 | Speech and Communication |
| Hu | Humanities | | | olicable humanit | credit hours of coursework in any ies discipline can be applied as oward this program |
| Social Sciences | | | ap | olicable social s | credit hours of coursework in any cience discipline can be applied as social ard this program. |
| • | SOCS185 | Culture and Society | • | GE200 | Sociology |
| Mathematics and Natural Sciences | | | nat | | edit hours of coursework in any applicable scipline can be applied as natural science program. |
| Mu | Itimedia Core | 9 | | | |
| • | 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 | Image Manipulation Concept Design |
| | | | • | FND135 & GD411 | Image Manipulation Advanced Digital Imaging |
| • | WGD232 | Web Design | • | GWDA133 OR | Fundamentals of Web Design |
| _ | | | • | GWDA273 | Interactive Web Design |
| • | WGD235 | Web Animation | • | MAAA111 & MAAA212 | Animation Principles 2D Animation |
| • | WGD251 | Responsive Web Design | ٠ | GWDA273 | Intermediate Web Design |
| • | WGD260 | Media Portfolio | ٠ | GWDA209 | Portfolio I |
| Tra | ack | | | | |
| | Graphic and | d Multimedia Design | | | |
| | • GMD37 | 1 Advanced Illustration with Lab | • | GWDA322 & GWDA342 | Sequential Illustration Editorial Illustration |
| | GMD41 | 1 3D Model Design and Construction with Lab | • | MAAA213 & MAAA232 | 3D Modeling 3D Animation |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| eVry | University Co | ourses | Th | e Art Institute o | of Indianapolis Courses |
|------|---------------|---|----|----------------------|--|
| • | GMD451 | Animation with Lab | • | MAAA312 & MAAA333 | Animation Studio Dynamics & Simulation |
| We | b Design and | d Development | | | |
| ٠ | WBD310 | Interactive Web Page Scripting with Lab | • | GWDA353 & GWDA363 | Server-Side Scripting Client-Side Scripting |



866-338-7973

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 | d 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 Gener | ral 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, Manag | gement 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 Specia | alty | | | | |
| General Tec | hnical 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 | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| De | Vry University (| Courses | The Art Institute of Phoenix Courses | | | | |
|----|------------------|----------------------------------|--------------------------------------|---------|---------------------------|--|--|
| • | GWDA103 | Digital Illustration | ٠ | 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 | | |
| | Media Arts an | d 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 Ga | me 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

| / Courses | The Art Institute | of Phoenix Courses | | | |
|---|--|---|--|--|--|
| Communication Skills | | Up to 6 semester-credit hours of coursework in ar applicable communication skills discipline can be applied as communication skills credit toward this program. | | | |
| Composition | ENG100 &ENG200 | English I English II | | | |
| Public Speaking | • COM201 | Effective Speaking | | | |
| Humanities | | er-credit hours of coursework in any nities discipline can be applied as toward this program | | | |
| 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 socia science credit toward this program. | | | |
| Mathematics and Natural Sciences | | Three semester-credit hours of coursework in an applicable natural sciences discipline can be applied as natural science credit toward this program. | | | |
| | | | | | |
| Introduction to Business and Technology | • PD201 | Fundamentals of Business | | | |
| ms Concepts | | | | | |
| Logic and Design | • VGPA111 | Introduction to Programming Logic | | | |
| d Database Fundamentals | | | | | |
| Programming with Lab | SDVA103 & SDVA203 | C++ Programming I C++ Programming II | | | |
| | | | | | |
| Programming | | | | | |
|) Game Development with Lab | GADA101 &GADA202 | Introduction to Game Development Game Design & Game Play | | | |
| | Composition Public Speaking Principles of Ethics A Natural Sciences Introduction to Business and Technology ms Concepts Logic and Design d Database Fundamentals Programming with Lab Programming with Lab | Skills Up to 6 6 semess applicable communication sk Composition • ENG100 & • ENG200 Public Speaking • COM201 Up to 6 semest applicable huma humanities credit i Principles of Ethics • HUM102 Up to 9 semest applicable social s science credit tow A Natural Sciences Three semester-applicable natural natural science cr Introduction to Business and Technology • PD201 ms Concepts • VGPA111 Logic and Design • VGPA111 Md Database Fundamentals • SDVA103 & SDVA203 Programming • GADA101 & • GADA101 & • GADA101 & • Common sector for the sector se | | | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| DeVry Universi | ty Courses | | | of Phoenix Courses |
|----------------------------------|---|----------|--|--|
| Communicatio | n Skills | comm | nunication s | credit hours of coursework in an applicable skills discipline can be applied as ills credit toward this program. |
| • ENGL112 | Composition | | NG100 & NG200 | English I English II |
| • SPCH275 | Public Speaking | • C | COM201 | Effective Speaking |
| Humanities | | | able humanit | credit hours of coursework in any ties discipline can be applied as oward this program |
| • ETHC445 | Principles of Ethics | • H | IUM102 | Philosophy and Ethics |
| Social Sciences | | | able social s | credit hours of coursework in any cience discipline can be applied as socia ard this program. |
| Mathematics and Natural Sciences | | | | edit hours of coursework in any applicable iscipline can be applied as natural science program. |
| Business and C | Computing | | | |
| • BUSN115 | Introduction to Business and Technology | • P | PD201 | Fundamentals of Business |
| Multimedia Cor | e | | | |
| • WGD201 | Visual Design Fundamentals | | ND105 & ND150 | Design Fundamentals Digital Color Theory |
| • WGD205 | Advanced Design and Rapid Visualization | | GWDA102 & GWDA111 | Rapid Visualization Introduction to Layout Design |
| • WGD210 | Digital Imaging Fundamentals | | ND135 & WDA103 | Image Manipulation Digital Illustration |
| • WGD235 | Web Animation | | /IAAA111 & /IAAA101 | Animation Principles Language of Animation & Film |
| • WGD260 | Media Portfolio | • G | GWDA209 | Portfolio I |
| Track | | | | |
| Graphic an | d Multimedia Design | | | |
| • GMD37 | 71 Advanced Illustration with Lab | | /AAA363 & GADA205 | Advanced Illustration for Production Concept Design & Illustration |
| • GMD41 | 11 3D Model Design and Construction with Lab | • N C | /A280 & /AAA232)R /AAA232 & | 3D Animation II 3D Animation 3D Animation |
| • GMD45 | 51 Animation with Lab | • N | /AAA213 /AAA312 & /AAA343 | 3D Modeling Animation Studio Pre-Production Team |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19 DeVry University offers on campus and <u>online degree programs</u>; visit <u>www.devry.edu</u> to learn more.



866-338-7973

Technical Management Bachelor's Degree Program

| De | DeVry University Courses | | | The Art Institute of Portland Courses | | | | |
|----------------------------------|--|---|---|--|---|--|--|--|
| Co | mmunication |) Skills | | | | | | |
| • | ENGL112 | Composition | • | WR121 & WR125 | English Composition Argumentation & Research | | | |
| Ηι | umanities | | ap | olicable huma | -credit hours of coursework in any inities discipline can be applied as it toward this program. | | | |
| Sc | ocial Sciences | 3 | ap | olicable socia | er-credit hours of coursework in any I science discipline can be applied as social ward this program. | | | |
| Mathematics and Natural Sciences | | | nat | | credit hours of coursework in any applicable discipline can be applied as natural science s program. | | | |
| Ac | Additional General Education Selection | | | Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement. | | | | |
| Вι | isiness, Mana | agement and Technology | | | | | | |
| • | BUSN115 | Introduction to Business and Technology | • | BA121 | Introduction to Business | | | |
| Ele | ectives | | Up to 25 credit hours of qualifying prior college courseword not meeting other program requirements may be applied toward elective hours. | | | | | |
| Th | e following are | e suggested electives. | | | | | | |
| • | BUSN319 | Marketing | • | BA241 | Principles of Marketing | | | |
| • | CIS115 | Logic and Design | • | CS114 | Logical Thought & Programming | | | |
| Те | chnical Spec | ialty | | | | | | |
| General Technical Option | | Up to 27 credit hours of qualifying prior college coursewo not meeting other program requirements may be applie 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 | | | | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

Technical Management Bachelor's Degree Program

| DeVry Universit | y Courses | The Art Institu | The Art Institute of Portland Courses | |
|-----------------|------------------------------|-----------------|---|--|
| • 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 | |
| • MA125 | Introduction to 3D Animation | • MA265 | Intermediate 3D Animation Techniques | |
| • MA136 | Image Manipulation | • MA271 | Digital Ink & Painting | |



866-338-7973

Multimedia Design & Development Bachelor's Degree Program

| De | Vry Universit | y Courses | Th | e Art Institute | of Portland Courses | |
|----------------------|---------------|--|----|---|--|--|
| Communication Skills | | | ap | Up to 6 semester-credit hours of coursework in a applicable communication skills discipline can be applied a communication skills credit toward this program. | | |
| • | ENGL112 | Composition | • | WR121 & WR125 | English Composition Argumentation & Research | |
| Hu | manities | | ap | plicable human | -credit hours of coursework in any ities discipline can be applied as toward this program | |
| So | cial Sciences | 5 | ap | plicable social s | -credit hours of coursework in any science discipline can be applied as dit toward this program. | |
| Ма | thematics an | d Natural Sciences | ap | plicable natura | -credit hours of coursework in any I sciences discipline can be applied as edit toward this program. | |
| Bu | siness and C | omputing | | | | |
| • | BUSN115 | Introduction to Business and Technology | ٠ | BA121 | Introduction to Business | |
| Mι | Itimedia Core | 9 | | | | |
| • | WGD201 | Visual Design Fundamentals | ٠ | GD101 | Principles of Graphic Design | |
| • | WGD205 | Advanced Design and Rapid Visualization | • | ADV202 & GD121 | Illustration and Rapid Visualization Introduction to Computer Graphics | |
| • | WGD210 | Digital Imaging Fundamentals | • | MA136 & GD251 | Image Manipulation Digital Layout & Design | |
| • | WGD229 | Information Design | • | GD368 & GD371 | Information Design Publication Design | |
| • | WGD232 | Web Design | • | WDIM161 & WDIM225 | Web Scripting: CSS Web Design Fundamentals | |
| • | WGD235 | Web Animation | • | GA131 & GA132 | 3D Modeling & Animation I 3D Modeling & Animation II | |
| • | WGD260 | Media Portfolio | • | GD377 OR | Foundation Portfolio | |
| _ | | | • | MA427 | Digital Portfolio | |
| Tra | ack | | | | | |
| _ | Graphic and | d Multimedia Design | | | | |
| | • GMD41 | 1 3D Model Design and Construction with Lab | • | MA265 & MA363 | Intermediate 3D Animation Techniques Advanced 3D Animation | |
| | | | | | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



| Website Desigr | Certificate | Program |
|----------------|-------------|---------|
|----------------|-------------|---------|

| DeVry University Courses Web Graphic Design | | The Art Institute Courses – Pittsburgh |
|---|----------------------------|--|
| WGD201 | Visual Design Fundamentals | FNDA 105 & Design Fundamentals FNDA 150 Digital Color Theory OR |
| WGD232 | Web Design | FNDA 105 Design Fundamentals IMD 212 & Basic Web Scripting IMD 233 Web Site Development OR |
| | | IMD 233 & Web Site Development IMD 331 Web Site Development II |
| WGD260 | Media Portfolio | IMD 311 Sophomore Digital Portfolio |



866-338-7973

| DeVry Courses | | The Art Institute Courses – Pittsburgh | | | |
|-----------------------------|---|---|---|--|--|
| Communication | Skills | | | | |
| ENGL112 | Composition | • | ENG 1010 & ENG 1020 OR ENG 2200 | Composition and Language Composition and Language II Advanced Composition | |
| Humanities | | hu | ree semester-cr | redit hours of coursework in any applicable ine can be applied as humanities credit | |
| HUMN 451 | Contemporary Fine Arts | • | | R Art History: From Early Modern to Contemporary Theories of Modernism and Postmodernism | |
| Social Sciences | | | Up to 6 semester-credit hours of coursework in any applicabl social science discipline can be applied as social science credit toward this program. | | |
| • ECON312 | Principles of Economics | • | | | |
| SOCS185 | Culture and Society | • | SOC 1010 | Introduction to Sociology | |
| Mathematics and | d 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 Gene | ral Education Selection | Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement. | | | |
| SPCH275 | Public Speaking | • | COMM 1010 | Introduction to Communications | |
| Business, Mana | gement and Technology | | | | |
| • BUSN115 | Introduction to Business and Technology | • | FASA 308 | Fundamentals of Business | |
| Electives | | | to 25 credit hou t meeting other vard elective ho | urs of qualifying prior college coursework program requirements may be applied urs. | |
| | suggested electives. | | | | |
| BUSN319 | Marketing | • | ADVA 201 | Fundamentals of Marketing | |
| • CIS115 | Logic and Design | • | IMD 312 | Introduction to Programming | |
| Technical Speci | | | | | |
| General Technical Option | | | t meeting other | urs of qualifying prior college coursework program requirements may be applied al 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.

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

| Te | chnical Manager | ment Bachelor's Degree Program | | | | |
|----|-----------------|----------------------------------|---|------------------|---|--|
| De | Vry Courses | | | The Art Institut | te Courses – Pittsburgh | |
| | Game Art & De | esign | | | | |
| • | FNDA 105 | Design Fundamentals | • | GADA 202 | Game Design & Game Play | |
| • | FNDA 110 | Observational Drawing | • | GADA 203 | Texture Mapping for Games | |
| • | FNDA 135 | Image Manipulation | • | GADA 205 | Concept Design & Illustration | |
| • | FNDA 150 | Digital Color Theory | • | GADA 212 | Level Design | |
| • | GADA 101 | Intro to Game Development | • | MAA 111 | Animation Principles | |
| • | GADA 102 | Interactive Story Telling | • | MAAA 202 | Character & Object Design | |
| | Web Design & | Interactive Media | | | | |
| • | FNDA 105 | Design Fundamentals | • | IMD 212 | Basic Web Scripting | |
| • | FNDA 135 | Image Manipulation | • | IMD 221 | Interactive Authoring II | |
| • | FNDA 150 | Digital Color Theory | • | IMD 222 | Computer Animation for Multimedia & Web | |
| • | IMD 122 | Design and Typography | • | IMD 232 | Interactive Authoring III | |
| • | IMD 123 | User Centered Information Design | • | IMD 233 | Web Site Development | |
| • | IMD 211 | Interactive Authoring I | • | IMD 314 | Video for Interactive Media | |
| | Graphic Design | | | | | |
| • | FND 135 | Intro to Web Design | • | G 131 | Typography | |
| • | FNDA 105 | Design Fundamentals | • | G 132 | History and Analysis of Design | |
| • | FNDA 120 | Perspective Drawing | • | G 135 | Graphic Symbolism | |
| • | FNDA 135 | Image Manipulation | • | G 210 | Mixed Media | |
| • | FNDA 150 | Digital Color Theory | • | G 211 | Advanced Typography | |
| • | G 121 | Concept Development | • | G 212 | Electronic Design | |
| | Media Arts & A | Animation | | | | |
| • | FNDA 105 | Design Fundamentals | • | MAAA 111 | Animation Principles | |
| • | FNDA 120 | Perspective Drawing | • | MAAA 112 | Short Format Storytelling | |
| • | FNDA 135 | Image Manipulation | • | MAAA 122 | Drawing & Anatomy | |
| • | FNDA 150 | Digital Color Theory | • | MAAA 202 | Character & Object Design | |
| • | MAAA 101 | Language of Animation & Film | • | MAAA 203 | Audio and Editing Techniques | |
| • | MAAA 102 | Life Drawing & Gesture | • | MAAA 204 | Acting & Movement for Animation | |
| | Visual Effects | & Motion Graphics | | | | |
| • | FND 105 | Design Fundamentals | • | VE 131 | Maps, Mattes and Masks | |
| • | FNDA 120 | Perspective Drawing | • | VE 141 | Broadcast Typography | |
| • | FNDA 135 | Image Manipulation | • | VE 222 | Motion Graphics | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



| Тес | chnical Managem | ent Bachelor's Degree Program | | | |
|-----|---|---|---|--|--|
| De | DeVry Courses | | | The Art Institute Courses – Pittsburgh | |
| • | FNDA 150 | Digital Color Theory | , | VE 231 | Lighting for Visual Effects |
| • | VE 112 | Intro to Visual Effects | , | VE 241 | Video for Visual Effects |
| • | VE 121 | 3D Design | , | VE 242 | 3D Modeling and Animation |
| | The following business administration specialties are designed in a business or management field. Information Technology – Cisco Networking | | | or students who w | ish to focus on a particular career area |
| | Fundament COMP2 | | | IMD 312 & IMD 323 | Intro to Programming Database Systems |
| | Information | r Technology – Networking Fundamentals | | | |
| | COMP2 | 230 Introduction to Scripting and Database with Lab | | IMD 312 &IMD 323 | Intro to Programming Database Systems |
| | Sales and I | Narketing | | | |
| | MKTG3 | 40 Digital Marketing Fundamentals | | • FND 251 | E-Commerce |



866-338-7973

| DeVry University Courses | | y Courses | The Art Institute Courses – Pittsburgh | | |
|--------------------------|------------------|---|---|--|--|
| 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 | ENG 1010 & Composition and Language | | |
| | | | ENG 1020 Composition and Language II | | |
| | | | OR | | |
| | | | ENG 2200 Advanced Composition | | |
| | manities | | Up to 6 semester-credit hours of coursework in any applicab | | |
| пu | mannues | | humanities discipline can be applied as humanities credit | | |
| | | | toward this program | | |
| _ | HUMN451 | Contemporary Fine Arts | ART 1030 Art History: From Early Modern to | | |
| • | HUIVIIN451 | Contemporary Fine Arts | OR Contemporary | | |
| | | | | | |
| | | | ART 3030 Theories of Modernism and Postmodernis | | |
| • | ETHC445 | Principles of Ethics | PHI 1010 Intro to Ethics | | |
| So | cial Sciences | | Up to 9 semester-credit hours of coursework in any applicab | | |
| | | | social science discipline can be applied as social science | | |
| | | | credit toward this program. | | |
| • | ECON312 | Principles of Economics | ECO 1010 & Microeconomics | | |
| | | | ECO 2010 Macroeconomics | | |
| • | SOCS185 | Culture and Society | SOC 1010 Introduction to Sociology | | |
| Ма | | d Natural Sciences | Three semester-credit hours of coursework in any applicable | | |
| | | | natural sciences discipline can be applied as natural science | | |
| | | | credit toward this program. | | |
| Ru | siness and C | omputing | | | |
| - | BUSN115 | Introduction to Business and Technology | FADA 308 Fundamentals of Business | | |
| • | Itimedia Core | | | | |
| IVIU | | | FNDA 105 & Design Fundamentals | | |
| • | WGD201 | Visual Design Fundamentals | - | | |
| | | | FBDA 150 Digital Color Theory | | |
| | | | OR | | |
| | | | FNDA 105 Design Fundamentals | | |
| • | WGD205 | Advanced Design and Rapid Visualization | G 224 & Design Principles | | |
| | | | G 312 Design and Technology | | |
| • | WGD210 | Digital Imaging Fundamentals | FND 135 & Image Manipulation | | |
| | | | G 223 Digital Image Manipulation II | | |
| • | WGD229 | Information Design | G 422 & Communication Design | | |
| | | | G 333 Packaging Design | | |
| _ | WGD232 | Web Design | FND 135 & Intro to Web Design | | |
| • | VVGD232 | Web Design | | | |
| | 14/0 0 005 | | | | |
| • | WGD235 | Web Animation | MAAA 111 & Animation Principles | | |
| | | | GADA 312 Game Animation | | |
| | | | OR | | |
| | | | C 220 & Intermediate 2D Animation | | |
| | | | C 230 Advanced 2D Animation | | |
| | | | OR | | |
| | | | G 427 & Basic Web Animation | | |
| | | | GDE 440 Web Animation II | | |
| | | Advanced Web Design | IMD 221& Interactive Authoring II & III | | |
| • | WGD242 | | | | |
| • | WGD242 | Advanced web Design | 0 | | |
| • | WGD242 WGD260 | Media Portfolio | IMD 232 GADA 409 Portfolio I | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



| eVry University Courses | | The Art Institute | The Art Institute Courses – Pittsburgh | |
|-------------------------|---|--|--|--|
| | | • GADA 419 OR | Portfolio II | |
| | | G 430 OR | Portfolio | |
| | | IMD 432 | Portfolio | |
| Graphic and | Multimedia Design | | | |
| • GMD371 | Advanced Illustration with Lab | G 320 & G 330 OR | Intermediate Illustration Graphic Illustration | |
| • GMD411 | 3D Model Design and Construction with Lab | MAAA 232 OR | Editorial Illustration 3D Modeling 3D Animation | |
| • GMD451 | Animation with Lab | MAAA 303 GADA 312 8 MAAA 312 | 3D Character Rigging Filmmaking for Animation Animation Studio | |
| Web Design a | and Development | | | |
| • CIS336 | Introduction to Database with Lab | IMD 323 & IMD 404 | Database Systems Database Management | |



| Website Design Certific | ate Program |
|-------------------------|-------------|
|-------------------------|-------------|

| DeVry University Courses Web Graphic Design | | | The Art Institute Courses – Online | | |
|---|--------|----------------------------|---|--|--|
| , | WGD201 | Visual Design Fundamentals | FNDA 105& FNDA 150 OR | Design Fundamentals Digital Color Theory | |
| | WGD232 | Web Design | FNDA 105 IMD 212 & IMD 233 OR | Design Fundamentals Basic Web Scripting Web Site Development | |
| | | | IMD 233 & IMD 331 | Web Site Development Web Site Development II | |
| | WGD260 | Media Portfolio | IMD 311 | Sophomore Digital Portfolio | |



866-338-7973

| De | Vry Courses | | Th | The Art Institute Courses – Online | | | |
|----------------------------------|-------------------------------|---|-------------|---|--|--|--|
| Со | mmunication | Skills | | | | | |
| • | ENGL112 | Composition | • | ENG 1010& ENG 1020 OR | Composition and Language Composition and Language II | | |
| | | | • | ENG 2200 | Advanced Composition | | |
| Hu | manities | | hu | manities discipl vard this progra | | | |
| • | HUMN 451 | Contemporary Fine Arts | • | ART 1030 OR | Art History: From Early Modern to Contemporary | | |
| • | | | • | ART 3030 | Theories of Modernism and Postmodernism | | |
| So | cial Sciences | | SO | Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program. | | | |
| • | ECON312 | Principles of Economics | • | ECO 1010 & ECO 2010 | Macroeconomics | | |
| • | SOCS185 | Culture and Society | • | SOC 1010 | | | |
| 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. | | | |
| Ad | ditional Gene | ral Education Selection | gei | Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement. | | | |
| • | SPCH275 | Public Speaking | • | COMM 1010 | Introduction to Communications | | |
| Bu | siness, Manag | ement and Technology | | | | | |
| • | BUSN115 | Introduction to Business and Technology | • | FASA 308 | Fundamentals of Business | | |
| Ele | ctives | | me | | urs of qualifying prior college coursework not gram requirements may be applied toward | | |
| The | e following are | suggested electives. | | | | | |
| • | BUSN319 | Marketing | • | ADVA 201 | Fundamentals of Marketing | | |
| • | CIS115 | Logic and Design | • | IMD 312 | Introduction to Programming | | |
| Tec | chnical Specia General Tec | hnical Option | me | Up to 27 credit hours of qualifying prior college coursework no meeting other program requirements may be applied toward the technical specialty hours. | | | |
| | | echnical option is designed for students wh work, qualifying coursework from a prior co nay apply. | | | | | |
| | career area. | disciplines can apply to the General Tech The remaining four credit hours are taken a Per courses not listed may apply to the GTC | nt DeVry. 7 | | | | |
| | Game Art & | Design | | | | | |
| _ | FNDA 105 | Design Fundamentals | • (| GADA 202 | Game Design & Game Play | | |
| • | | - | | | • | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19

Image Manipulation

FNDA 135

DeVry University offers on campus and online degree programs; visit www.devry.edu to learn more.

GADA 205

Concept Design & Illustration



866-338-7973

| Teo | chnical Managemo | ent Bachelor's Degree Program | | | | | |
|-----|--|---|-----|---|---|--|--|
| De | Vry Courses | | | The Art Institute | Courses – Online | | |
| • | FNDA 150 | Digital Color Theory | • | GADA 212 | Level Design | | |
| • | GADA 101 | Intro to Game Development | • | MAAA 111 | Animation Principles | | |
| • | GADA 102 | Interactive Story Telling | • | MAAA 202 | Character & Object Design | | |
| | Web Design & Ir | nteractive Media | | | | | |
| • | FNDA 105 | Design Fundamentals | • | IMD 212 | Basic Web Scripting | | |
| • | FNDA 135 | Image Manipulation | • | IMD 221 | Interactive Authoring II | | |
| • | FNDA 150 | Digital Color Theory | • | IMD 222 | Computer Animation for Multimedia & Web | | |
| • | IMD 122 | Design and Typography | • | IMD 233 | Web Site Development | | |
| • | IMD 123 | User Centered Information Design | • | IMD 232 | Interactive Authoring III | | |
| • | IMD 211 | Interactive Authoring I | • | IMD 314 | Video for Interactive Media | | |
| | Graphic Design | - | | | | | |
| • | FND 135 | Intro to Web Design | • | G 131 | Typography | | |
| • | FNDA 105 | Design Fundamentals | • | G 132 | History and Analysis of Design | | |
| • | FNDA 120 | Perspective Drawing | • | G 135 | Graphic Symbolism | | |
| • | FNDA 135 | Image Manipulation | • | G 210 | Mixed Media | | |
| • | FNDA 150 | Digital Color Theory | • | G 211 | Advanced Typography | | |
| • | G 121 | Concept Development | • | G 212 | Electronic Design | | |
| | Media Arts & An | imation | | | | | |
| • | FNDA 105 | Design Fundamentals | • | MAAA 111 | Animation Principles | | |
| • | FNDA 120 | Perspective Drawing | • | MAAA 112 | Short Format Storytelling | | |
| • | FNDA 135 | Image Manipulation | • | MAAA 122 | Drawing & Anatomy | | |
| • | FNDA 150 | Digital Color Theory | • | MAAA 202 | Character & Object Design | | |
| • | MAAA 101 | Language of Animation & Film | • | MAAA 203 | Audio and Editing Techniques | | |
| • | MAAA 102 | Life Drawing & Gesture | • | MAAA 204 | Acting & Movement for Animation | | |
| | 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 Fundamenta | Technology – Cisco Networking als | | | | | |
| | COMP23 | 30 Introduction to Scripting and Database with Lab | | IMD 312 &IMD 323 | Intro to Programming Database Systems | | |
| | | Technology – Networking Fundament | als | | | | |
| | COMP23 | 30 Introduction to Scripting and Database with Lab | | IMD 312 &IMD 323 | Intro to Programming Database Systems | | |
| | Sales and M | - | | | | | |
| | MKTG34 | 10 Digital Marketing Fundamentals | | • FND 251 | E-Commerce | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

| DeVry University Courses | | | The Art Institute Courses – Online | | | |
|--------------------------|--------------------------|---|---|--|--|--|
| Cor | nmunication | 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 | ENG 1010 & ENG 1020 OR | Composition and Language Composition and Language II | | |
| 1 | nanities | | ENG 2200 | Advanced Composition -credit hours of coursework in any applicabl | | |
| nur | nanities | | | line can be applied as humanities credit | | |
| • | HUMN451 | Contemporary Fine Arts | ART 1030 OR ART 3030 | Art History: From Early Modern to Contemporary Theories of Modernism and | | |
| | | | | Postmodernism | | |
| , | ETHC445 | Principles of Ethics | PHI 1010 | Intro to Ethics | | |
| 500 | ial Sciences | | social science dis credit toward this | | | |
| • | ECON312 | Principles of Economics | • ECO 1010& | | | |
| | | | • ECO 2010 | Macroeconomics | | |
| | SOCS185 | Culture and Society d Natural Sciences | SOC 1010 | Introduction to Sociology | | |
| | | | | credit hours of coursework in any applicable discipline can be applied as natural science program. | | |
| Bus | siness and C | | | Fundamentals of Dusinger | | |
| • • | BUSN115 Itimedia Core | Introduction to Business and Technology | • FADA 308 | Fundamentals of Business | | |
| viui | WGD201 | Visual Design Fundamentals | FNDA 105& | Design Fundamentals | | |
| • | WGD201 | visual Design Fundamentals | FBDA 103& FBDA 150 OR | Digital Color Theory | | |
| | | | FNDA 105 | Design Fundamentals | | |
| , | WGD205 | Advanced Design and Rapid Visualization | • G 224 & | Design Principles | | |
| | | | • G 312 | Design and Technology | | |
| | WGD210 | Digital Imaging Fundamentals | • FND 135 & | Image Manipulation | | |
| | | | • G 223 | Digital Image Manipulation II | | |
| | WGD229 | Information Design | • G 422 & | Communication Design | | |
| | 14/0 0000 | Web Design | • G 333 | Packaging Design Intro to Web Design | | |
| • | WGD232 | Web Design | FND 135 & G 350 | Web Scripting | | |
| | WGD235 | Web Animation | MAAA 111 8 | | | |
| • | WGD233 | | GADA 312 OR | Game Animation | | |
| | | | C 220 & C 230 OR | Intermediate 2D Animation Advanced 2D Animation | | |
| | | | G 427 &GDE 440 | Basic Web Animation Web Animation II | | |
| • | WGD242 | Advanced Web Design | IMD 221 &IMD 232 | Interactive Authoring II & III | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



| eVry Universit | ty Courses | The Art Institute Courses – Online | |
|----------------|---|---|---|
| WGD260 | Media Portfolio | GADA 409 OR | Portfolio I |
| | | GADA 419 OR | Portfolio II |
| | | G 430 OR | Portfolio |
| | | IMD 432 | Portfolio |
| | he following is selected | | |
| Graphic an | d Multimedia Design | | |
| • GMD37 | Advanced Illustration with Lab | G 320 & G 330 OR | Intermediate Illustration Graphic Illustration |
| | | • G 410 | Editorial Illustration |
| • GMD41 | 1 3D Model Design and Construction with Lab | MAAA 213 & MAAA 232 OR MAAA 303 | 3D Modeling 3D Animation 3D Character Rigging |
| • GMD45 | Animation with Lab | GADA 312 & MAAA 312 | Filmmaking for Animation Animation Studio |
| Web Desig | n and Development | | |
| • CIS336 | Introduction to Database with Lab | IMD 323 & IMD 404 | Database Systems Database Management |



г

DEVRY UNIVERSITY TRANSFER GUIDE

| We | Website Design Certificate Program | | | | | |
|----|------------------------------------|------------------------------|---|-------------------------------------|--|--|
| De | DeVry University Courses | | The Art Institute Courses – Las Vegas (Henderson) | | | |
| We | eb Graphic Do | esign | | | | |
| • | WGD201 | Visual Design Fundamentals | GD 121 | Design Layout | | |
| • | WGD210 | Digital Imaging Fundamentals | • GD 107 & | Digital Imaging | | |
| | | | GD 211 | Digital Illustration | | |
| • | WGD232 | Web Design | IMD 210 & | Web Authoring I | | |
| | | | IMD 220 | Web Authoring II | | |
| • | WGD242 | Advanced Web Design | IMD 203 & | Introduction to Scripting Languages | | |
| | | | IMD 213 | Intermediate Scripting Languages | | |
| • | WGD260 | Media Portfolio | IMD 450 | Portfolio Presentation | | |



| De | Vry University | y Courses | Th | The Art Institute Courses – Las Vegas (Henderson) Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program. | | | |
|-----------------|----------------------------|---|-----|--|---|--|--|
| Co | mmunication | Skills | coi | | | | |
| • | ENGL112 | Composition | • | ENG 110 & | | | |
| | - | | • | COM 443 | Advanced Communications | | |
| • | SPCH275 | Public Speaking | • | COM 140 | Speech & Communication | | |
| Hu | manities | | hu | | credit hours of coursework in any applicable line can be applied as humanities credit am. | | |
| • | ETHC445 | Principles of Ethics | • | HUM 157 | 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 | • | SVD 200 | Sociology | | |
| | siness Core | d Natural Sciences | nat | | redit hours of coursework in any applicable discipline can be applied as natural science program. | | |
| • | BUSN115 | Introduction to Business and Technology | • | FADA 308 | Fundamentals of Business | | |
| • | BUSN319 | Marketing | • | ADVA 201 OR | Fundamentals of Marketing | | |
| | | | • | BUS 121 | Fundamentals of Marketing | | |
| • | COMP100 | Computer Applications for Business with Lab | • | MRKA 111 | Office Systems | | |
| Ele | ctives | | me | Up to 9 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours. | | | |
| Ма | jor/Concentra | | | | | | |
| | Sales and M | | | | | | |
| | MKTG34 | 5 0 () | • | ADVA 322 | Digital Media Campaigns | | |
| | MKTG4 | 10 Advertising and Public Relations | • | ADVA 101 & | | | |
| L | | | • | ADVA 328 | Public Relations | | |
| | | ess Management and Entrepreneurship | - | | | | |
| | | Concell Durain and Management and | 1. | | Duainaga for the Entrepreseur I | | |
| | SBE310 | Small Business Management and Entrepreneurship | • | MRKA 305 & MRKA 315 | Business for the Entrepreneur I Business for the Entrepreneur II | | |



| DeVry | / Courses | | The | Art Institute | Courses – Las Vegas (Henderson) | |
|-------|-------------------------------------|--|--------------|---|---|--|
| Comr | nunication | Skills | | | | |
| • E | NGL112 | Composition | • | ENG 110 & | English Composition | |
| | | | • | COM 443 | Advanced Communications | |
| Huma | inities | | hum | | credit hours of coursework in any applicable line can be applied as humanities credit am. | |
| • F | THC445 | Principles of Ethics | | HUM 157 | Ethics | |
| | I Sciences | | | | -credit hours of coursework in any applicable | |
| | | | socia | | scipline can be applied as social science | |
| • S | OCS185 | Culture and Society | • | SBS 200 | Sociology | |
| | | Natural Sciences | natu cred | Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program. | | |
| Addit | ional Gener | al Education Selection | gene | Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement. | | |
| • S | PCH275 | Public Speaking | • | COM 140 | Speech & Communication | |
| Busin | iess, Manag | ement and Technology | | | | |
| • B | USN115 | Introduction to Business and Technology | • | FADA 308 | Fundamentals of Business | |
| • B | USN319 | Marketing | | ADVA 201 OR | Fundamentals of Marketing | |
| | | | • | BUS 121 | Fundamentals of Marketing | |
| • C | OMP100 | Computer Applications for Business with La | • | MRKA 111 | Office Systems | |
| Conc | entration | | | | | |
| S | ales and Ma | arketing | | | | |
| ٠ | MKTG34 | 0 Digital Marketing Fundamentals | • | ADVA 322 | Digital Media Campaigns | |
| ٠ | MKTG410 Advertising and Public Rela | | • | ADVA 101 & | Fundamentals of Advertising | |
| | | | • | ADVA 328 | Public Relations | |
| S | mall Busine | ess Management and Entrepreneurship | | | | |
| • | SBE310 | Small Business Management and | | | Business for the Entrepreneur I | |
| | | Entrepreneurship | • | MRKA 315 | Business for the Entrepreneur II | |



866-338-7973

| Tech | hnical Manage | ment Bachelor's Degree Program | | | |
|------|-----------------|--|---|----------------------------|---|
| DeV | ry Courses | | The Art Institute Courses – Las Vegas (Henderson) | | |
| Com | nmunication S | kills | | | |
| • | ENGL112 | Composition | • | ENG 110 & | English Composition |
| | | | • | COM 443 | Advanced Communications |
| Hum | nanities | | | | redit hours of coursework in any applicable |
| | | | | | ine can be applied as humanities credit |
| _ | ETHC445 | Principles of Ethics | low | ard this progra HUM 157 | Ethics |
| | ial Sciences | | Un | | credit hours of coursework in any applicable |
| | | | | | cipline can be applied as social science |
| | | | | dit toward this | |
| | | Culture and Society | • | SBS 200 | Sociology |
| Math | hematics and I | Natural Sciences | | | redit hours of coursework in any applicable |
| | | | | | liscipline can be applied as natural science |
| ۸dd | itional Conora | I Education Selection | | dit toward this | program. redit hours of coursework in any applicable |
| Aud | inonai Genera | | | | discipline can be applied toward this |
| | | | | gram requirem | |
| • | SPCH275 | Public Speaking | • | COM 140 | Speech & Communication |
| Busi | iness, Manage | ment and Technology | | | |
| • | BUSN115 | Introduction to Business and Technology | • | FADA 308 | Fundamentals of Business |
| • | COMP100 | Computer Applications for Business with Lab | • | MRKA 111 | Office Systems |
| | tives | | Up | to 25 credit ho | urs of qualifying prior college coursework not |
| | | | | | gram requirements may be applied toward |
| | | | eleo | ctive hours. | 1 |
| | | uggested electives. | | | |
| • | BUSN319 | Marketing | • | ADVA 201 | Fundamentals of Marketing |
| | | | | OR BUS 121 | Fundamentals of Marketing |
| _ | CIS115 | Logic and Design | - | IMD 123 | Program Logic |
| | hnical Specialt | | - | IND 125 | |
| | General Techr | - | Lin | to 27 crodit bo | urs of qualifying prior college coursework pet |
| | General Tech | | Up to 27 credit hours of qualifying prior college coursework no meeting other program requirements may be applied toward the technical specialty hours. | | |
| | | | | | |
| | The general to | abrical antion is designed for students who wis | | | - |
| | | chnical option is designed for students who wis ork, qualifying coursework from a prior college | | | |
| | coursework ma | | олре | | momation of Dovry and qualitying prof |
| | | 5 - FF 5 | | | |
| | The following a | lisciplines can apply to the General Technical (| Optior | n with a minimu | Im of 23 credit hours in a particular |
| | | ne remaining four credit hours are taken at DeV | ry. Ti | he following ar | e examples of course distribution into |
| | the GTO. Othe | r courses not listed may apply to the GTO. | | | |
| | Game Art & D | esign | | | |
| • | GAD 101 | Intro to Game Development | • (| GAD 214 | Game Modeling |
| • | GAD 201 | Sculpture | • 0 | GAD 215 | 3D Animation |
| • | GAD 202 | Texture Mapping for Games | • • | GAD 216 | Background Design & Layout |
| • | GAD 203 | 3D Modeling | • • | GAD 217 | Interior Spaces & Worlds |
| • | GAD 211 | Game Design & Game Play | • (| GAD 218 | Hard Surface & Organic Modeling |
| • | GAD 213 | Materials & Lighting | | | |
| L | | | | | |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

| Те | chnical Managem | ent Bachelor's Degree Program | | | |
|------------------------|------------------|--|---|-------------------|---|
| De | Vry Courses | | | The Art Institute | e Courses – Las Vegas (Henderson) |
| | Graphic Design | | | | |
| • | GD 106 | Typography-Traditional | • | GD 204 | Media Design |
| • | GD 107 | Digital Imaging | • | GD 205 | Conceptual Imagery |
| • | GD 121 | Design Layout | • | GD 211 | Digital Illustration |
| • | GD 123 | Design Concepts | • | GD 213 | Marketing Design |
| • | GD 202 | Electronic Design | • | GD 214 | Corporate Identity |
| • | GD 203 | 3D Design | • | GD 215 | Typography-Hierarchy |
| | Marketing & Ent | ertainment Management | | | |
| • | ADVA 101 | Fundamentals of Advertising | • | ADVA 307 | Brand Strategy |
| • | ADVA 201 | Fundamentals of Marketing | • | ADVA 322 | Digital Media Campaigns |
| • | ADVA 204 | Consumer Behavior & Persuasive Sales Techniques | • | ADVA 328 | Public Relations |
| • | ADVA 208 | Principles of Marketing Research | • | ADVA 402 | Online Community Management |
| • | ADVA 214 | Advertising Copywriting | • | MRKA 121 | Networking & Client Management |
| • | ADVA 303 | Interactive Advertising | • | MRKA 205 | Marketing & Promotions in Entertainment Industry |
| Media Arts & Animation | | | | | |
| • | ART 101 | Drawing & Perspective | • | GD 107 | Digital Imaging |
| • | ART 102 | Fundamentals of Design | • | GD 214 | Corporate Identity |
| • | ART 103 | Color Theory | • | GD 215 | Typography-Hierarchy |
| • | ART 104 | Observational Drawing | • | GD 411 | Advanced Digital Imagining |
| • | ART 105 | Life Drawing | • | IMD 130 | Interactive Motion Design I |
| • | GAD 201 | Sculpture | • | IMD 215 | Digital Video Editing |
| | Professional Wr | iting for the Creative Arts | | | - |
| • | PRWA 101 | Principles of Rhetoric | • | PRWA 121 | Creative Writing |
| • | PRWA 102 | Journalism | • | PRWA 202 | The Language of Business |
| • | PRWA 103 | Foundations of Professional Writing | • | PRWA 203 | Introduction to Copyediting |
| • | PRWA 104 | Marketing Communications | • | PRWA 212 | Story Writing |
| • | PRWA 107 | Myth & Symbol | • | PRWA 213 | Content Management for Web Media |
| • | PRWA 111 | Introduction to Literary Studies | • | PRWA 222 | Lifestyle Writing |
| | Visual Effects & | Motion Graphics | | | |
| • | DFVP 131 | Introduction to Video | • | DFVP 301 | Advanced Editing |
| • | DFVP 132 | Introduction to Audio | • | DFVP 303 | Production Management |
| • | DFVP 213 | Fundamentals of Lighting | • | DFVP 321 | Media Delivery Systems & Distribution |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



SBE310

•

DEVRY UNIVERSITY TRANSFER GUIDE

866-338-7973

| Technical Management Bachelor's Degree Program | | | | | | |
|--|---|------------|---------------------------------------|------|---|--|
| De | Vry Courses | | | Т | The Art Institute Courses – Las Vegas (Henderson) | |
| • | DFVP 215 | Broadc | ast Typography | • | GD 107 | Digital Imaging |
| • | DFVP 220 | Fundan | mentals of Editing | • | GD 211 | Digital Illustration |
| • | DFVP 221 | Interme | ediate Editing | • | | |
| | Web Design & | Interactiv | ve Media | | | |
| • | ART 102 | Fundan | mentals of Design | • | GD 211 | Digital Illustration |
| | ART 103 | Color T | Theory | • | GD 214 | Corporate Identity |
| • | ART 124 | Design | History | • | GD 215 | Typography-Hierarchy |
| • | GD 106 | Typogra | aphy-Traditional | • | GD 411 | Advanced Digital Imaging |
| • | GD 107 | Digital I | Imaging | • | IMD 101 | Intro to the World Wide Web |
| • | GD 123 | Design | Concepts | • | IMD 121 | Web Scripting |
| | Business Admi The following bu in a business or | isiness ad | dministration specialties are designe | d fc | or students who w | ish to focus on a particular career area |
| | Sales and I | Marketin | g | | | |
| | MKTG3 | 340 Dig | gital Marketing Fundamentals | • | ADVA 322 OR | Digital Media Campaigns |
| | | | | • | IMD 323 | Web Marketing |
| | MKTG² | 410 Ad | lvertising and Public Relations | • | ADVA 101 & | Fundamentals of Advertising |
| | | | | • | ADVA 328 | Public Relations |
| | Small Busi | iness Mai | nagement and Entrepreneurship | | | |

MRKA 305 &

MRKA 315

Business for the Entrepreneur I

Business for the Entrepreneur II

Small Business Management and

Entrepreneurship



| DeVry University | Courses | The Art Institute | e Courses – Las Vegas (Henderson) | |
|-----------------------------|--|---|---|--|
| 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 | ENG 110 & COM 443 | English Composition Advanced Communications | |
| SPCH275 | Public Speaking | COM 140 | Speech & Communication | |
| Humanities | | Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program | | |
| ETHC232 | Ethical and Legal Issues in the Professions | • HUM 157 | Ethics | |
| Social Sciences | | | r-credit hours of coursework in any applicable scipline can be applied as social science program. | |
| SOCS185 | Culture and Society | SBS 200 | 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. | | |
| Tech Core | | | · × | |
| CEIS110 | Introduction to Programming | • GWDA 123 | Programming Logic | |
| Information Syst | ems and Programming | | | |
| CEIS236 | Database Systems and Programming Fundamentals | SDVA 223 & SDVA 233 | Databases I Databases II | |
| CIS170C | Programming with Lab | SDVA 103 8 | C++ Programing I | |
| | | SDVA 203 | C++ Programing II | |



| So | oftware Develo | opment Bachelor's Degree Program | | | | |
|-----|----------------|---|---|--|--|--|
| De | Vry Universit | y Courses | The Art Institute Courses – Las Vegas (Henderson) | | | |
| Co | ommunication | 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 | ENG 110 & English Composition | | | |
| • | | | COM 443 Advanced Communications | | | |
| • | SPCH275 | Public Speaking | COM 140 Speech & Communication | | | |
| Ηu | umanities | | Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program. | | | |
| • | ETHC232 | Ethical and Legal Issues in the Professions | HUM 157 Ethics | | | |
| So | ocial 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 | SBS 200 Sociology | | | |
| Те | ch Core | | | | | |
| • | CEIS110 | Introduction to Programming | GWDA 123 Programming Logic | | | |
| Inf | formation Sys | tems and Programming | | | | |
| • | CEIS236 | Database Systems and Programming | SDVA 223 & Databases I | | | |
| | | Fundamentals | SDVA 233 Databases II | | | |
| • | CIS170C | Programming with Lab | SDVA 103 & C++ Programing I | | | |
| | | | SDVA 203 C++ Programing II | | | |



866-338-7973

| De | Vry University | Courses | The Art Institute Courses – Las Vegas (Henderson) | | |
|----------------------------------|----------------|---|---|--------------------------------------|--|
| Co | ommunication § | 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 | • | | English Composition |
| - | ENGETTZ | Composition | - | COM 443 | Advanced Communications |
| _ | SPCH275 | Public Speaking | - | COM 140 | Speech & Communications |
| , Hu | imanities | | - Ur | | -credit hours of coursework in any applicable |
| ī | manitics | | hu | | line can be applied as humanities credit |
| | ocial Sciences | | so cre | cial science dis edit toward this | |
| Mathematics and Natural Sciences | | | na | | credit hours of coursework in any applicable discipline can be applied as natural science program. |
| Mι | ultimedia Core | | | | |
| • | WGD201 | Visual Design Fundamentals | • | ART 102 | Fundamentals of Design |
| • | WGD205 | Advanced Design and Rapid Visualization | • | GD 121 & | Design Layout |
| • | | | • | GD 123 | Design Concepts |
| • | WGD210 | Digital Imaging Fundamentals | • | GD 107 & | Digital Imaging |
| | | | • | GD 202 | Electronic Design |
| | | | | OR | |
| | | | • | GD 107 & | Digital Imaging |
| | | | • | GD 411 | Advanced Digital Imaging |
| | | | | OR | |
| | | | • | GD 107 & | Digital Imaging |
| | | | • | GD 211 | Digital Illustration |
| • | WGD232 | Web Design | • | IMD 121 & | Web Scripting |
| | | | • | IMD 210 | Web Authoring I |
| | | | | OR | |
| | | | • | IMD 210 & | Web Authoring I |
| | | | • | IMD 220 | Web Authoring II |
| • | WGD235 | Web Animation | • | MMA 150 & | Principles of Animation |
| | | | • | MMA 250 | Advanced Traditional Animation |
| | | | | OR | Intermediate Traditional Animation |
| | | | • | MMA 240 & | Advanced Traditional Animation |
| | | | • | MMA 250 | |
| • | WGD260 | Media Portfolio | • | MMA 420 | Web Portfolio |
| | | | _ | OR GD 413 | Digital Portfolio |
| Tr- | ack | | • | GD 413 | |
| I I C | | Multimedia Design | | | |
| | GMD341 | | _ | GD 411 & | Advanced Digital Imaging |
| | - GIVID341 | | | GD 411 & GD 412 | Advanced Design |
| | | | | OR OR | |
| | | | _ | MMA 211 & | 3D Animation |
| | | | | MMA 327 | Intermediate 3D Animation |
| | • GMD411 | 3D Model Design and Construction with Lab | | GAD 215 & | 3D Animation |
| | • GIVID411 | | | GAD 215 & GAD 405 | Advanced 3D Animation |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19 DeVry University offers on campus and <u>online degree programs</u>; visit <u>www.devry.edu</u> to learn more.



| C | Communications Bachelor's Degree Program | | | | |
|----------------------------------|--|--|--|--|--|
| D | eVry Universit | y Courses | The Art Institute Courses – Las Vegas (Henderson) Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program. | | |
| C | ommunication | Skills | | | |
| • | ENGL112 | Composition | ENG 110 & English Composition COM 443 Advanced Communications | | |
| • | SPCH275 | Public Speaking | COM 140 Speech & Communication | | |
| Humanities | | | Up to 9 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program | | |
| • | ETHC445 | Principles of Ethics | HUM 157 Ethics | | |
| • | HIST405 | United States History | HUM 112 US History I OR US History II | | |
| • | HUMN303 | Introduction to the Humanities | HUM 212 US History II | | |
| S | ocial Sciences | | Up to 15 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program. | | |
| • | PSYC305 | Motivation and Leadership | SBS 461 Organizational Psychology | | |
| • | SOCS185 | Culture and Society | SBS 200 Sociology | | |
| Mathematics and Natural Sciences | | d Natural Sciences | Up to 9 semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program. | | |
| Business | | | | | |
| • | BUSN319 | Marketing | ADVA 201 Fundamentals of Marketing | | |
| B | usiness Comm | nunications Concentration | · · · · · | | |
| • | MGMT303 | Principles of Management | PRWA 103 & Foundations of Professional Writing PRWA 202 The Language of Business | | |
| • | TC420 | Marketing and Corporate Communications | PRWA 104 & Marketing Communications PRWA 304 Communication in the Global Marketplace | | |



г

DEVRY UNIVERSITY TRANSFER GUIDE

| W | Nebsite Design Certificate Program | | | | |
|----|------------------------------------|------------------------------|---|----------------------------|--|
| De | DeVry University Courses | | The Art Institute Courses – Hollywood and San Diego | | |
| w | eb Graphic De | esign | | | |
| • | WGD201 | Visual Design Fundamentals | FDN 105 | Design Fundamentals | |
| • | WGD210 | Digital Imaging Fundamentals | FND 135 & | Image Manipulation | |
| | | | GWDA 103 | Digital Illustration | |
| • | WGD232 | Web Design | • GWDA 133 & | Fundamentals of Web Design | |
| | | | GWDA 273 | Intermediate Web Design | |
| • | WGD260 | Media Portfolio | • GWDA 209 | Portfolio I | |



| DeVry University Courses | | | Tł | The Art Institute Courses – Hollywood and San Diego | | |
|----------------------------------|---------------------------------------|---|---|---|----------------------------------|--|
| 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. | | | | |
| • (| SPCH275 | Public Speaking | • | HU 111 | Effective Speaking | |
| Humanities | | hu | 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. Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program. | | | |
| Mathematics and Natural Sciences | | | | | | |
| Busi | ness Core | | | | | |
| • [| BUSN115 | Introduction to Business and Technology | • | FADA 308 | Fundamentals of Business | |
| • [| BUSN319 | Marketing | • | ADVA 201 | Fundamentals of Marketing | |
| • (| COMP100 | Computer Applications for Business with Lab | • | MRKA 111 | Office Systems | |
| Electives | | m | to 9 credit hours eeting other progra ective hours. | of qualifying prior college coursework not am requirements may be applied toward | | |
| Majo | or/Concentra | ition | | | | |
| | Sales and M | | | | | |
| • | MKTG34 | 5 0 0 | • | ADVA 322 | Digital Media Campaigns | |
| • | MKTG4² | 10 Advertising and Public Relations | • | ADVA 101 & | Fundamentals of Advertising | |
| | | | • | ADVA 328 | Public Relations | |
| | | ess Management and Entrepreneurship | | | | |
| • | SBE310 | | • | MRKA 305 & | Business for the Entrepreneur I | |
| 1 | | Entrepreneurship | • | MRKA 315 | Business for the Entrepreneur II | |



| Ma | anagement Bac | chelor's Degree Program | | | |
|-----------------|--|---|--|--|--|
| DeVry Courses | | | The Art Institute Courses – Hollywood and San Diego | | |
| Ηı | umanities | | Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit | | |
| Social Sciences | | | toward this program. Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program. | | |
| Ma | athematics 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. | | |
| Ao | 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 | HU 111 Effective Speaking | | |
| Βı | usiness, Manaç | ement and Technology | | | |
| • | BUSN115 | Introduction to Business and Technology | FADA 308 Fundamentals of Business | | |
| • | BUSN319 | Marketing | ADVA 201 Fundamentals of Marketing | | |
| • | COMP100 | Computer Applications for Business with Lab | MRKA 111 Office Systems | | |
| С | oncentration | | | | |
| | Sales and Ma | arketing | | | |
| | MKTG34 | 0 Digital Marketing Fundamentals | ADVA 322 Digital Media Campaigns | | |
| | MKTG41 | 0 Advertising and Public Relations | ADVA 101 & Fundamentals of Advertising | | |
| | | | ADVA 328 Public Relations | | |
| | Small Busine | ess Management and Entrepreneurship | | | |
| | SBE310 | Small Business Management and | MRKA 305 & Business for the Entrepreneur I | | |
| | | Entrepreneurship | MRKA 315 Business for the Entrepreneur II | | |



866-338-7973

| DeVry Courses | | The Art Institute | Courses – Hollywood and San Diego | | |
|-------------------------------------|---|--|--|--|--|
| Humanities | | Three semester-cr | edit hours of coursework in any applicable | | |
| | | | ne can be applied as humanities credit | | |
| | | toward this program | | | |
| Social Sciences | | | credit hours of coursework in any applicable | | |
| | | | cipline can be applied as social science | | |
| | | credit toward this p | | | |
| lathematics and | d Natural Sciences | | edit hours of coursework in any applicable iscipline can be applied as natural science | | |
| | | credit toward this p | | | |
| Additional Gene | ral Education Selection | Three semester-credit hours of coursework in any applicable | | | |
| | | general education discipline can be applied toward this | | | |
| | | | program requirement. | | |
| SPCH275 | Public Speaking | • HU 111 | Effective Speaking | | |
| Business, Management and Technology | | | | | |
| BUSN115 | Introduction to Business and Technology | • FADA 308 | Fundamentals of Business | | |
| COMP100 | Computer Applications for Business with Lab | MRKA 111 | Office Systems | | |
| Electives | | Up to 25 credit hours of qualifying prior college coursework no meeting other program requirements may be applied toward | | | |
| | | | | | |
| | | elective hours. | | | |
| | suggested electives. | | | | |
| BUSN319 | Marketing | • ADVA 201 | Fundamentals of Marketing | | |
| CIS115 | Logic and Design | • VGPA 111 | Introduction to Programming Logic | | |
| CIS170C | Programming with Lab | SDVA 103 & | C++ Programming I | | |
| | | SDVA 203 | C++ Programming II | | |
| Technical Speci | alty | | | | |
| General Tec | hnical Option | Up to 27 credit hours of qualifying prior college coursework no meeting other program requirements may be applied toward | | | |
| | | the technical specialty hours. | | | |

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.

| | Hospitality Food & Beverage Management | | | | |
|---|--|--|---|----------|----------------------------------|
| • | CUL 1105 | Concepts & Theories of Culinary Tech | • | CUL 1145 | Management by Menu |
| • | CUL 1108 | Fundamentals of Classical Tech | • | CUL 1146 | Garde Manger |
| • | CUL 1116 | American Regional Cuisine | • | CUL 2214 | Asian Cuisine |
| • | CUL 1124 | Management, Supervision & Career Development | • | CUL 2227 | Food & Beverage Operations Mgmt. |
| • | CUL 1126 | Intro to Pastry Techniques & Artistry | • | CUL 2301 | A La Carte |
| | Marketing & Ent | ertainment Management | | | |
| • | ADVA 101 | Fundamentals of Advertising | • | ADVA 322 | Digital Media Campaigns |
| • | ADVA 204 | Consumer Behavior & Persuasive Sales Techniques | • | ADVA 328 | Public Relations |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



866-338-7973

| Te | chnical Manage | ment Bachelor's Degree Program | | | |
|------------------------|----------------|----------------------------------|-----|-------------------|---|
| De | Vry Courses | | | The Art Institute | e Courses – Hollywood and San Diego |
| • | ADVA 208 | Principles of Marketing Research | • | ADVA 402 | Online Community Management |
| • | ADVA 214 | Advertising Copywriting | • | MRKA 101 | Survey of Marketing & Entertainment Management |
| • | ADVA 303 | Interactive Advertising | • | MRKA 121 | Networking & Client Mgmt. |
| • | ADVA 307 | Brand Strategy | • | MRKA 141 | Entertainment Business Accounting |
| | Professional | Writing for Creative Arts | | | |
| | PRWA 101 | Principles of Rhetoric | • | PRWA 121 | Creative Writing |
| • | PRWA 102 | Journalism | • | PRWA 202 | The Language of Business |
| • | PRWA 103 | Found of Professional Writing | • | PRWA 203 | Introduction to Copyediting |
| • | PRWA 104 | Marketing Communications | • | PRWA 212 | Story Writing |
| • | PRWA 107 | Myth & Symbol | • | PRWA 213 | Content Mgmt. for Web Media |
| | PRWA 111 | Introduction to Literary Studies | • | PRWA 222 | Lifestyle Writing |
| Media Arts & Animation | | | | | |
| • | MAAA 101 | Language of Animation & Film | • | MAAA 203 | Audio & Editing Techniques |
| • | MAAA 102 | Life Drawing & Gesture | • | MAAA 204 | Acting & Movement for Animators |
| • | MAAA 111 | Animation Principles | • | MAAA 212 | 2D Animation |
| • | MAA 112 | Short Format Storytelling | • | MAAA 213 | 3D Modeling |
| • | MAAA 122 | Drawing & Anatomy | • | MAAA 222 | Storyboarding & Animatic |
| | MAAA 202 | Character & Object Design | • | MAAA 223 | Hard Surface & Organic Modeling |
| | Graphic and W | Veb Design | | | |
| • | GWDA 101 | Applications & Industry | • | GWDA 202 | Interface Design |
| • | GWDA 103 | Digital Illustration | • | GWDA 209 | Portfolio I |
| • | GWDA 105 | Concept Design | • | GWDA 222 | Intermediate Layout Design |
| | GWDA 111 | Intro to Layout Design | • | GWDA 243 | Object Oriented Scripting |
| • | GWDA 112 | Typography-Traditional | • | GWDA 222 | Intermediate Layout Design |
| • | GWDA 113 | Typography-Hierarchy | • | GWDA 273 | Intermediate Web Design |
| | Game Art & D | esign | · · | | |
| | GADA 101 | Intro to Game Development | • | GADA 213 | Game Modeling |
| | GADA 102 | Interactive Storytelling | • | GADA 222 | Advanced Level Design |
| • | GADA 202 | Game Design & Game Play | • | GADA 223 | Advanced Hard Surface & Organic Modeling |
| • | GADA 203 | Texture Mapping for Games | • | GADA 243 | Programming for Artistes |
| • | GADA 205 | Concept Design & Illustration | • | GADA 253 | Environmental Modeling |
| • | GADA 212 | Level Design | • | GADA 302 | Mobile & Social Game Design |

The Art Institutes Degree Program Transfer Guide Revised 4/26/19



| Technical Management Bachelor's Degree Program | | | | | | |
|--|----------------|--|---|---|--|--|
| De\ | Vry Courses | | | The Art Institute Courses – Hollywood and San Diego | | |
| | Visual & Game | e Programming | | | | |
| • | GADA 101 | Intro to Game Development | • | MAAA 223 | Hard Surface & Organic Modeling | |
| | GADA 202 | Game Design & Game Play | • | MAAA 232 | 3D Animation | |
| • | GADA 212 | Level Design | • | MAAA 242 | Character Modeling | |
| • | GADA 222 | Advanced Level Design | • | VGPA 111 | Intro to Programming Logic | |
| • | GADA 302 | Mobile & Social Game Design | • | VGPA 117 | Geometry for Computer Graphics | |
| | MAAA 213 | 3D Modeling | • | VGPA 203 | Design patterns & Data Structures | |
| | Visual Effects | & Motion Graphics | | | | |
| • | EM 1000 | Intro to Visual Effects & Motion Graphics | • | EM 3392 | Intermediate 3-D Visual Effects | |
| • | EM 2251 | Intermediate Visual Effects: Rotoscoping & Painting | • | EM 3394 | Advanced Visual Effects-Plates & Elements | |
| • | EM 2552 | Video Production for Visual Effects | • | EM 4402 | Motion & Shot Design | |
| • | EM 2254 | Matte Painting | • | EM 4412 | Broadcast Design | |
| • | EM 3311 | Previsualization | • | EM 4422 | Lighting for Visual Effects & Motion Graphics | |
| • | EM 3381 | Visual Effects- Match Moving | • | FS 102 | Fundamentals of Design | |



| Computer Information | tion Systems Bachelor's Degree Prog | ram | | |
|-----------------------------|-------------------------------------|---|--|--|
| DeVry University C | Courses | The Art Institute Courses – Hollywood and San Diego | | |
| 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. | | |
| SPCH275 | Public Speaking | HU 111 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. | | |
| Mathematics and N | Natural Sciences | Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program. | | |
| Tech Core | | | | |
| CEIS110 | Introduction to Programming | VGPA 111 Intro to Programming Logic | | |
| Information Syster | ns and Programming | | | |
| • CIS170C | Programming with Lab | SDVA 103 & C++ Programming I SDVA 203 C++ Programming II | | |
| Track | | | | |
| Web Game Pro | ogramming | | | |
| • WBG370 | Game Development with Lab | GADA 101 & Introduction to Game Development GADA 202 Game Design & Game Play | | |



| De | Vry Universit | y Courses | The Art Institute Courses – Hollywood and San Diego | | |
|-------------------------|---------------------------|------------------------------|---|--|--|
| Сс | mmunication | Skills | Up to 6 semester-cr | edit hours of coursework in an applicable | |
| | | | communication skills | s discipline can be applied as | |
| | | | communication skills | s credit toward this program. | |
| SPCH275 Public Speaking | | HU 110 | Effective Speaking | | |
| Hι | Imanities | | | edit hours of coursework in any applicable | |
| | | | | e can be applied as humanities credit | |
| | | | toward this program | | |
| So | cial Sciences | ; | | edit hours of coursework in any applicable | |
| | | | | bline can be applied as social science | |
| | | | credit toward this pro | | |
| Wia | athematics an | d Natural Sciences | | dit hours of coursework in any applicable | |
| I | | | natural sciences discipline can be applied as natural science | | |
| м. | ultimedia Core | | credit toward this pro | ogram. | |
| | WGD201 | Visual Design Fundamentals | • FND 105 & | Design Fundamentals | |
| • | WGD201 | visual Design Fundamentals | FND 105 & FND 150 | Digital Color Theory | |
| _ | WGD210 | Digital Imaging Fundamentals | FND 130 FDND 135 & | Image Manipulation | |
| • | WGD210 | | • GWDA 103 | Digital Illustration | |
| _ | WGD229 | Information Design | • GWDA 103 | Intro to Layout Design | |
| • | WGDZZ9 | information Design | • GWDA 111 & • GWDA 222 | Intermediate layout Design | |
| _ | WGD232 | Web Design | • GWDA 222 | Fundamentals of Web Design | |
| • | WGD232 | Web Design | • GWDA 133 & • GWDA 273 | Intermediate Web Design | |
| • | WGD235 | Web Animation | MAAA 111 & | Animation Principles | |
| - | WOD200 | | MAAA 204 | Acting & Movement for Animators | |
| • | WGD260 | Media Portfolio | • FS 297 OR | Portfolio I | |
| - | 1100200 | | • GADA 409 OR | Portfolio I | |
| I | | | • GWDA 209 | Portfolio I | |
| Tra | ack | | 0112/1200 | | |
| | | d Multimedia Design | | | |
| | GMD41 | | MAAA 232& | 3D Animation | |
| | | Lab | MAAA 302 | 3D Character Animation | |
| | | | OR | | |
| | | | MAAA 213& | 3D Modeling | |
| | | | MAAA 232 | 3D Animation | |
| | • GMD45 | 1 Animation with Lab | • MAAA 312 & | Animation Studio | |
| | - | | MAAA 403 | Production Team | |



| Communications Bachelor's Degree Program | |
|--|---|
| DeVry University Courses | The Art Institute Courses – Hollywood and San Diego |
| 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. |
| SPCH275 Public Speaking | HU 111 Effective Speaking |
| Humanities | Up to 9 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program |
| Social Sciences | Up to 15 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 | Up to 9 semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program. |
| Business | |
| BUSN319 Marketing | ADVA 201 Fundamentals of Marketing |
| Business Communications Concentration | |
| TC420 Marketing and Corporate Communications | PRWA 104 & Marketing Communications PRWA 202 The Language of Business |