

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 <a href="http://complaints.ibhe.org/">http://complaints.ibhe.org/</a> 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.

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



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### 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 &amp; Development</u>
The Art Institute – Online	Website Design (Certificate)
	<u>Technical Management</u>
	<ul> <li><u>Multimedia Design &amp; Development</u></li> </ul>
The Art Institute of Las Vegas (Henderson)	Website Design (Certificate)
	Business Administration
	<u>Management</u>
	<u>Technical Management</u>
	<ul> <li><u>Computer Information Systems</u></li> </ul>
	<u>Software Development</u>
	<ul> <li><u>Multimedia Design &amp; Development</u></li> </ul>
	<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>
	<ul> <li><u>Multimedia Design &amp; Development</u></li> </ul>
	<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.



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#### 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

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#### 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	



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#### 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 <b>OR</b> 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		



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#### 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 ,

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#### 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	



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#### 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 <b>OR</b>	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 <b>OR</b> 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 <b>OR</b> MAAB111 & GADB312	Language of Animation & Film Animation Principles Animation Principles Game Animation	
•	WGD242	Advanced Web Design	•	WDIM160 & WDIM265	Web Scripting Advanced Web Scripting	



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#### 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	<ul> <li>WDIM435 E-Portfolio</li> <li>OR</li> <li>GADB409 Portfolio I</li> <li>GADB419 Portfolio II</li> <li>OR</li> <li>GD302 Portfolio I</li> <li>GD403 Portfolio II</li> </ul>			
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			



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#### 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	

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#### 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			



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#### 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 <b>OR</b> 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	

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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



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#### 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	<ul> <li>GWDA 133 Fundamentals of Web Design OR</li> </ul>			
			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			
	<ul> <li>HOSP3</li> </ul>	10 Introduction to Hospitality Management	<ul> <li>FB1102 &amp; Introduction to Hospitality</li> <li>CM3319 Leadership &amp; Organizational Development</li> </ul>		
	<ul> <li>HOSP4</li> </ul>	10 Restaurant Management	<ul> <li>CM3320 &amp; Foodservice Financial Management</li> <li>FB2200 Beverage Purchasing, Inventory, Control &amp; Menu Authoring</li> </ul>		
	Sales and M	larketing			
	• MKTG3	40 Digital Marketing Fundamentals (3)	ADVA322 Digital Media Campaigns		
	MKTG4	10 Advertising and Public Relations	<ul> <li>ADVA101 &amp; Fundamentals of Advertising</li> <li>ADVA328 Public Relations</li> </ul>		
	Small Busin	ness Management and Entrepreneurship			
	• SBE310	) Small Business Management and Entrepreneurship	MRKA305 & Business for the Entrepreneur I     MRKA315 Business for the Entrepreneur II		

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#### 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	<ul> <li>FB1102 &amp; Introduction to Hospitality</li> <li>CM3319 Leadership &amp; Organizational Development</li> </ul>			
HOSP410 Restaurant Management	<ul> <li>CM3320 &amp; Foodservice Financial Management</li> <li>FB2200 Beverage Purchasing, Inventory, Control &amp; Menu Authoring</li> </ul>			
Sales and Marketing				
MKTG340 Digital Marketing Fundamentals	ADVA322 Digital Media Campaigns			
MKTG410 Advertising and Public Relations	<ul> <li>ADVA101 &amp; Fundamentals of Advertising</li> <li>ADVA328 Public Relations</li> </ul>			
Small Business Management and Entrepreneurship				
SBE310 Small Business Management and Entrepreneurship	<ul> <li>MRKA305 &amp; Business for the Entrepreneur I</li> <li>MRKA315 Business for the Entrepreneur II</li> </ul>			



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#### 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	<ul> <li>GWDA133 Fundamentals of Web Design OR</li> </ul>				
			GWDA273 Intermediate Web Design				
•	WGD251	Responsive Web Design	GWDA273 Intermediate Web Design				
•	WGD260	Media Portfolio	GWDA209 Portfolio I				



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#### 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			

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#### 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

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#### 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	



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#### 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.
<ul> <li>SPCH275</li> </ul>	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	<ul> <li>FND105 &amp; Design Fundamentals</li> <li>FND150 Digital Color Theory</li> <li>OR</li> <li>FS102 &amp; Fundamentals of Design</li> <li>FS103 Color Theory</li> </ul>
• WGD210	Digital Imaging Fundamentals	<ul> <li>FND135 &amp; Image Manipulation</li> <li>GWDA103 Digital Illustration</li> <li>OR</li> <li>FS122 &amp; Image Manipulation</li> <li>GD1134 Digital Illustration</li> </ul>
• WGD229	Information Design	<ul> <li>GWDA111 &amp; Introduction to Layout Design</li> <li>GWDA222 Intermediate Layout Design</li> </ul>
• WGD232	Web Design	<ul> <li>GWDA133 Fundamentals of Web Design</li> <li>OR</li> <li>GWDA273 Intermediate Web Design</li> </ul>
• WGD235	Web Animation	<ul> <li>MAAA111 &amp; Animation Principles</li> <li>MAAA204 Acting &amp; Movement for Animators</li> <li>OR</li> <li>GADA312 Game Animation</li> <li>MAAA111 Animation Principles</li> </ul>

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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 <b>OR</b> FS297	Portfolio I Portfolio I		
			•	<b>OR</b> GADA409	Portfolio I		
Frac	:k						
	Graphic and	d Multimedia Design					
	• GMD41 <sup>-</sup>	3D Model Design and Construction with Lab	•	MAAA232 & MAAA302 OR MA2204 & MA3322	<ul><li>3D Animation</li><li>3D Character Animation</li><li>3D Animation</li><li>3-D Visual Effects</li></ul>		
	• GMD45 <sup>4</sup>	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	<ul> <li>PRWA101 &amp; Principles of Rhetoric</li> <li>PRWA103 Foundations of Professional Writing</li> </ul>				
• TC420	Marketing and Corporate Communications	<ul> <li>PRWA104 &amp; Marketing Communications</li> <li>PRWA304 Communication in the Global Marketplace</li> </ul>				



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#### 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

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#### 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	

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**DeVry University Courses** 

### **DEVRY UNIVERSITY TRANSFER GUIDE**

The Art Institute of Fort Lauderdale Courses

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#### 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 <b>OR</b> 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
			•	<b>OR</b> 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

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#### 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	



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#### 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		

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#### 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				



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#### 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 <sup>th</sup> 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	
		•	<b>OR</b> GR10120	Fundamentals of Design	
• WGD210	Digital Imaging Fundamentals	•	GR10471 & GR10460 <b>OR</b>	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 <b>OR</b>	2D Animation Principles Principles of 3D Animation	
		•	AD20712 & AD10441	Web Animation 2D Animation Principles	



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#### Multimedia Design & Development Bachelor's Degree Program

eVry University Courses			The Art Institute of Philadelphia Courses		
	WGD260	Media Portfolio	•	GA41120 <b>OR</b>	Portfolio I
			•	AD20860 OR	Portfolio Foundation
			•	IM20710 I <b>AND/OR</b>	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 <b>OR</b>	Game Modeling Interior Spaces & Worlds
			•	AD10350 & AD10460	Principles of 3D Modeling Principles of 3-D Animation
	• GMD45	1 Animation with Lab	•	AD20831 & AD20811 <b>OR</b>	2D Animation Studio Animation Interactive
			•	AD41111 & AD41121	Animation Studio Animation Portfolio Production



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#### 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	<ul> <li>IM10310 &amp; Introduction to Scripting Language</li> <li>IM10410 Intermediate Scripting Languages</li> </ul>
•	WGD260	Media Portfolio	IM20810 Digital Portfolio II



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#### 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.			
<ul> <li>SOCS18</li> </ul>	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			

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#### 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		



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#### 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 <b>OR</b> 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		

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#### 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			

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Craphia & Wah Design



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#### 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	



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#### 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 <b>OR</b>	Image Manipulation Concept Design
			•	FND135 & GD411	Image Manipulation Advanced Digital Imaging
•	WGD232	Web Design	•	GWDA133 <b>OR</b>	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

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#### 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



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#### 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.			
<ul> <li>SPCH275</li> </ul>	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			
<ul> <li>CIS170C</li> </ul>	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	

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#### 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	<ul><li>ENG100 &amp;</li><li>ENG200</li></ul>	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	<ul> <li>SDVA103 &amp; SDVA203</li> </ul>	C++ Programming I C++ Programming II			
Programming					
) Game Development with Lab	<ul><li>GADA101 &amp;</li><li>GADA202</li></ul>	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			



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#### 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 <b>)R</b> /AAA232 &	3D Animation II 3D Animation 3D Animation
• GMD45	51 Animation with Lab	• N	/AAA213 /AAA312 & /AAA343	3D Modeling Animation Studio Pre-Production Team

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#### 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					

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#### 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	



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#### 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 <b>OR</b>	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	

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Website Desigr	Certificate	Program
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DeVry University Courses Web Graphic Design		The Art Institute Courses – Pittsburgh
WGD201	Visual Design Fundamentals	<ul> <li>FNDA 105 &amp; Design Fundamentals</li> <li>FNDA 150 Digital Color Theory OR</li> </ul>
WGD232	Web Design	FNDA 105 Design Fundamentals     IMD 212 & Basic Web Scripting     IMD 233 Web Site Development     OR
		<ul> <li>IMD 233 &amp; Web Site Development</li> <li>IMD 331 Web Site Development II</li> </ul>
WGD260	Media Portfolio	IMD 311 Sophomore Digital Portfolio



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DeVry Courses		The Art Institute Courses – Pittsburgh			
Communication	Skills				
<ul> <li>ENGL112</li> </ul>	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	
<ul><li>HUMN 451</li></ul>	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	•			
<ul> <li>SOCS185</li> </ul>	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.			
<ul> <li>SPCH275</li> </ul>	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.				
<ul> <li>BUSN319</li> </ul>	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.

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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	

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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			<ul> <li>IMD 312 &amp;</li> <li>IMD 323</li> </ul>	Intro to Programming Database Systems
	Information	r Technology – Networking Fundamentals			
	<ul> <li>COMP2</li> </ul>	230 Introduction to Scripting and Database with Lab		<ul><li>IMD 312 &amp;</li><li>IMD 323</li></ul>	Intro to Programming Database Systems
	Sales and I	Narketing			
	<ul> <li>MKTG3</li> </ul>	40 Digital Marketing Fundamentals		• FND 251	E-Commerce



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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		
			<ul> <li>ENG 1020 Composition and Language II</li> </ul>		
			OR		
			ENG 2200 Advanced Composition		
<b></b>	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	<ul> <li>ECO 1010 &amp; Microeconomics</li> </ul>		
			<ul> <li>ECO 2010 Macroeconomics</li> </ul>		
•	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		
			<ul> <li>FNDA 105 Design Fundamentals</li> </ul>		
•	WGD205	Advanced Design and Rapid Visualization	<ul> <li>G 224 &amp; Design Principles</li> </ul>		
			G 312 Design and Technology		
•	WGD210	Digital Imaging Fundamentals	<ul> <li>FND 135 &amp; Image Manipulation</li> </ul>		
			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		

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eVry University Courses		The Art Institute	The Art Institute Courses – Pittsburgh	
		• GADA 419 OR	Portfolio II	
		<ul> <li>G 430</li> <li>OR</li> </ul>	Portfolio	
		<ul> <li>IMD 432</li> </ul>	Portfolio	
Graphic and	Multimedia Design			
• GMD371	Advanced Illustration with Lab	<ul> <li>G 320 &amp;</li> <li>G 330 OR</li> </ul>	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	<ul> <li>MAAA 303</li> <li>GADA 312 8</li> <li>MAAA 312</li> </ul>	3D Character Rigging Filmmaking for Animation Animation Studio	
Web Design a	and Development			
• CIS336	Introduction to Database with Lab	<ul> <li>IMD 323 &amp;</li> <li>IMD 404</li> </ul>	Database Systems Database Management	



Website Design Certific	ate Program
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DeVry University Courses Web Graphic Design			The Art Institute Courses – Online		
,	WGD201	Visual Design Fundamentals	<ul> <li>FNDA 105&amp;</li> <li>FNDA 150 OR</li> </ul>	Design Fundamentals Digital Color Theory	
	WGD232	Web Design	<ul> <li>FNDA 105</li> <li>IMD 212 &amp;</li> <li>IMD 233 OR</li> </ul>	Design Fundamentals Basic Web Scripting Web Site Development	
			<ul> <li>IMD 233 &amp;</li> <li>IMD 331</li> </ul>	Web Site Development Web Site Development II	
	WGD260	Media Portfolio	<ul> <li>IMD 311</li> </ul>	Sophomore Digital Portfolio	



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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		
•		-			•		

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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



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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					
	<ul> <li>COMP23</li> </ul>	30 Introduction to Scripting and Database with Lab		<ul><li>IMD 312 &amp;</li><li>IMD 323</li></ul>	Intro to Programming Database Systems		
		Technology – Networking Fundament	als				
	COMP23	30 Introduction to Scripting and Database with Lab		<ul><li>IMD 312 &amp;</li><li>IMD 323</li></ul>	Intro to Programming Database Systems		
	Sales and M	-					
	<ul> <li>MKTG34</li> </ul>	10 Digital Marketing Fundamentals		• FND 251	E-Commerce		

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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	<ul> <li>ENG 1010 &amp;</li> <li>ENG 1020 OR</li> </ul>	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	<ul> <li>ART 1030 OR</li> <li>ART 3030</li> </ul>	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	<ul> <li>SOC 1010</li> </ul>	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	<ul> <li>FNDA 105&amp;</li> </ul>	Design Fundamentals		
•	WGD201	visual Design Fundamentals	<ul> <li>FBDA 103&amp;</li> <li>FBDA 150</li> <li>OR</li> </ul>	Digital Color Theory		
			<ul> <li>FNDA 105</li> </ul>	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	<ul> <li>FND 135 &amp;</li> <li>G 350</li> </ul>	Web Scripting		
	WGD235	Web Animation	<ul> <li>MAAA 111 8</li> </ul>			
•	WGD233		<ul> <li>GADA 312</li> <li>OR</li> </ul>	Game Animation		
			<ul> <li>C 220 &amp;</li> <li>C 230 OR</li> </ul>	Intermediate 2D Animation Advanced 2D Animation		
			<ul><li>G 427 &amp;</li><li>GDE 440</li></ul>	Basic Web Animation Web Animation II		
•	WGD242	Advanced Web Design	<ul><li>IMD 221 &amp;</li><li>IMD 232</li></ul>	Interactive Authoring II & III		

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



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# **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	<ul> <li>GD 121</li> </ul>	Design Layout		
•	WGD210	Digital Imaging Fundamentals	• GD 107 &	Digital Imaging		
			<ul> <li>GD 211</li> </ul>	Digital Illustration		
•	WGD232	Web Design	<ul> <li>IMD 210 &amp;</li> </ul>	Web Authoring I		
			<ul> <li>IMD 220</li> </ul>	Web Authoring II		
•	WGD242	Advanced Web Design	<ul> <li>IMD 203 &amp;</li> </ul>	Introduction to Scripting Languages		
			<ul> <li>IMD 213</li> </ul>	Intermediate Scripting Languages		
•	WGD260	Media Portfolio	<ul> <li>IMD 450</li> </ul>	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						
	<ul> <li>MKTG34</li> </ul>	5 0 ()	•	ADVA 322	Digital Media Campaigns		
	<ul> <li>MKTG4</li> </ul>	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		
	<ul> <li>SBE310</li> </ul>	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	



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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			
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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

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**SBE310** 

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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			
	<ul> <li>MKTG3</li> </ul>	340 Dig	gital Marketing Fundamentals	•	ADVA 322 OR	Digital Media Campaigns
				•	IMD 323	Web Marketing
	<ul> <li>MKTG<sup>2</sup></li> </ul>	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	<ul> <li>ENG 110 &amp;</li> <li>COM 443</li> </ul>	English Composition Advanced Communications	
<ul> <li>SPCH275</li> </ul>	Public Speaking	<ul> <li>COM 140</li> </ul>	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		
<ul> <li>ETHC232</li> </ul>	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.	
<ul> <li>SOCS185</li> </ul>	Culture and Society	<ul> <li>SBS 200</li> </ul>	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			· ×	
<ul> <li>CEIS110</li> </ul>	Introduction to Programming	• GWDA 123	Programming Logic	
Information Syst	ems and Programming			
<ul> <li>CEIS236</li> </ul>	Database Systems and Programming Fundamentals	<ul> <li>SDVA 223 &amp;</li> <li>SDVA 233</li> </ul>	Databases I Databases II	
<ul> <li>CIS170C</li> </ul>	Programming with Lab	<ul> <li>SDVA 103 8</li> </ul>	C++ Programing I	
		<ul> <li>SDVA 203</li> </ul>	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			
•			<ul> <li>COM 443 Advanced Communications</li> </ul>			
•	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	<ul> <li>GWDA 123 Programming Logic</li> </ul>			
Inf	formation Sys	tems and Programming				
•	CEIS236	Database Systems and Programming	<ul> <li>SDVA 223 &amp; Databases I</li> </ul>			
		Fundamentals	<ul> <li>SDVA 233 Databases II</li> </ul>			
•	CIS170C	Programming with Lab	<ul> <li>SDVA 103 &amp; C++ Programing I</li> </ul>			
			<ul> <li>SDVA 203 C++ Programing II</li> </ul>			



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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	<ul> <li>PRWA 103 &amp; Foundations of Professional Writing</li> <li>PRWA 202 The Language of Business</li> </ul>		
•	TC420	Marketing and Corporate Communications	<ul> <li>PRWA 104 &amp; Marketing Communications</li> <li>PRWA 304 Communication in the Global Marketplace</li> </ul>		



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# **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	<ul> <li>FDN 105</li> </ul>	Design Fundamentals	
•	WGD210	Digital Imaging Fundamentals	<ul> <li>FND 135 &amp;</li> </ul>	Image Manipulation	
			<ul> <li>GWDA 103</li> </ul>	Digital Illustration	
•	WGD232	Web Design	• GWDA 133 &	Fundamentals of Web Design	
			<ul> <li>GWDA 273</li> </ul>	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					
•	<ul> <li>MKTG34</li> </ul>	5 0 0	•	ADVA 322	Digital Media Campaigns	
•	<ul> <li>MKTG4<sup>2</sup></li> </ul>	10 Advertising and Public Relations	•	ADVA 101 &	Fundamentals of Advertising	
			•	ADVA 328	Public Relations	
		ess Management and Entrepreneurship				
•	<ul> <li>SBE310</li> </ul>		•	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	<ul> <li>FADA 308 Fundamentals of Business</li> </ul>		
•	BUSN319	Marketing	ADVA 201 Fundamentals of Marketing		
•	COMP100	Computer Applications for Business with Lab	MRKA 111 Office Systems		
С	oncentration				
	Sales and Ma	arketing			
	<ul> <li>MKTG34</li> </ul>	0 Digital Marketing Fundamentals	<ul> <li>ADVA 322 Digital Media Campaigns</li> </ul>		
	<ul> <li>MKTG41</li> </ul>	0 Advertising and Public Relations	<ul> <li>ADVA 101 &amp; Fundamentals of Advertising</li> </ul>		
			ADVA 328 Public Relations		
	Small Busine	ess Management and Entrepreneurship			
	<ul> <li>SBE310</li> </ul>	Small Business Management and	<ul> <li>MRKA 305 &amp; Business for the Entrepreneur I</li> </ul>		
		Entrepreneurship	<ul> <li>MRKA 315 Business for the Entrepreneur II</li> </ul>		



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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	<ul> <li>MRKA 111</li> </ul>	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	<ul> <li>SDVA 103 &amp;</li> </ul>	C++ Programming I		
		<ul> <li>SDVA 203</li> </ul>	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

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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

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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.		
<ul> <li>SPCH275</li> </ul>	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				
<ul> <li>CEIS110</li> </ul>	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	<ul> <li>GADA 101 &amp; Introduction to Game Development</li> <li>GADA 202 Game Design &amp; Game Play</li> </ul>		



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		<ul> <li>HU 110</li> </ul>	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	<ul> <li>FND 105 &amp;</li> <li>FND 150</li> </ul>	Digital Color Theory	
_	WGD210	Digital Imaging Fundamentals	<ul> <li>FND 130</li> <li>FDND 135 &amp;</li> </ul>	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	<ul> <li>MAAA 111 &amp;</li> </ul>	Animation Principles	
-	WOD200		<ul> <li>MAAA 204</li> </ul>	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			
	<ul> <li>GMD41</li> </ul>		<ul> <li>MAAA 232&amp;</li> </ul>	3D Animation	
		Lab	<ul> <li>MAAA 302</li> </ul>	3D Character Animation	
			OR		
			<ul> <li>MAAA 213&amp;</li> </ul>	3D Modeling	
			<ul> <li>MAAA 232</li> </ul>	3D Animation	
	• GMD45	1 Animation with Lab	• MAAA 312 &	Animation Studio	
	-		<ul> <li>MAAA 403</li> </ul>	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	<ul> <li>ADVA 201 Fundamentals of Marketing</li> </ul>
Business Communications Concentration	
TC420 Marketing and Corporate Communications	<ul> <li>PRWA 104 &amp; Marketing Communications</li> <li>PRWA 202 The Language of Business</li> </ul>