

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 [Academic Catalog](#).

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

- Business Administration
- Communications
- Computer Information Systems
- Management

Certificate Program

- Website Design

- Multimedia Design & Development
- Software Development
- Technical 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 www.devry.edu/degree-programs/ge.html.

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 complaint system <http://complaints.ibhe.org> or by mail to 1 N. Old State Capitol Plaza, Ste. 333, Springfield, IL 62701-1377. Program availability varies by location. In site-based programs, students will be required to take a substantial amount of coursework online to complete their program.

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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	<ul style="list-style-type: none"> • Technical Management • Multimedia Design & Development
The Illinois Institute of Art – Chicago, Schaumburg & the Art Institute of Michigan	<ul style="list-style-type: none"> • Technical Management • Multimedia Design & Development
The Art Institute of Charlotte and Raleigh-Durham	<ul style="list-style-type: none"> • Technical Management • Multimedia Design & Development • Website Design (Certificate)
The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses	<ul style="list-style-type: none"> • Business Administration • Management • Website Design (Certificate) • Technical Management • Multimedia Design & Development • Communications
The Art Institute of Fort Lauderdale	<ul style="list-style-type: none"> • Technical Management • Multimedia Design & Development • Website Design (Certificate)
The Art Institute of Philadelphia	<ul style="list-style-type: none"> • Technical Management • Multimedia Design & Development • Website Design (Certificate)
The Art Institute of Colorado	<ul style="list-style-type: none"> • Technical Management • Multimedia Design & Development
The Art Institute of Indianapolis	<ul style="list-style-type: none"> • Technical Management • Multimedia Design & Development
The Art Institute of Phoenix	<ul style="list-style-type: none"> • Technical Management • Computer Information Systems • Multimedia Design & Development
The Art Institute of Portland	<ul style="list-style-type: none"> • Technical Management • Multimedia Design & Development

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.

<i>Art Institute Locations</i>	<i>DeVry Programs</i>
The Art Institute of Pittsburgh	<ul style="list-style-type: none"> • Website Design (Certificate) • Technical Management • Multimedia Design & Development
The Art Institute – Online	<ul style="list-style-type: none"> • Website Design (Certificate) • Technical Management • Multimedia Design & Development
The Art Institute of Las Vegas (Henderson)	<ul style="list-style-type: none"> • Website Design (Certificate) • Business Administration Management • Technical Management • Computer Information Systems • Software Development • Multimedia Design & Development • Communications
The Art Institute of California – Hollywood and San Diego	<ul style="list-style-type: none"> • Website Design (Certificate) • Business Administration Management • Technical Management • Computer Information Systems • Multimedia Design & Development • Communications

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.

Technical Management Bachelor's Degree Program

DeVry University Courses	Art Institute of Washington, Charleston, Tennessee - Nashville Courses
Communication Skills	
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> EN 101 & English I EN 102 English II
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> 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.
<p><i>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.</i></p> <p><i>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.</i></p>	
Game Art & Design	
<ul style="list-style-type: none"> GADB 101 Introduction To Game Development GADB 102 Interactive Storytelling GADB 202 Game Design & Game Play GADB 205 Concept Design & Illustration GADB 212 Level Design 	<ul style="list-style-type: none"> GADB 213 Game Modeling GADB 222 Advanced Level Design GADB 223 Advanced Hard Surface & Organic Modeling GADB 253 Environmental Modeling
Graphic Design	
<ul style="list-style-type: none"> GWDB 101 Applications & Industry GWDB 102 Rapid Visualization GWDB 103 Digital Illustration 	<ul style="list-style-type: none"> GWBD 112 Typography- Traditional GWBD 122 Typography-Hierarchy GWBD 133 Fundamentals of Web Design

Technical Management Bachelor's Degree Program

DeVry University Courses		Art Institute of Washington, Charleston, Tennessee - Nashville Courses	
•	GWDB 105 <i>Concept Design</i>	•	GWBD 202 <i>Interface Design</i>
•	GWDB 111 <i>Introduction to Layout Design</i>	•	GWBD 273 <i>Intermediate Web Design</i>
Media Arts & Animation			
•	MAAB 101 <i>Language of Animation & Film</i>	•	MAAB 120 <i>Perspective Drawing</i>
•	MAAB 102 <i>Life Drawing & Gesture</i>	•	MAAB 202 <i>Character & Object Design</i>
•	MAAB 111 <i>Animation Principles</i>	•	MAAB 204 <i>Acting & Movement for Animation</i>
•	MAAB 112 <i>Short Format Storytelling</i>	•	MAAB 213 <i>3D Modeling</i>

Multimedia Design & Development Bachelor's Degree Program

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

Technical Management Bachelor's Degree Program

DeVry University Courses	The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses
Communication Skills	
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> GEN 247 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> GEN 105 Effective Speaking
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.
<p><i>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.</i></p> <p><i>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.</i></p>	
Game Art & Design	
<ul style="list-style-type: none"> GADB 101 Introduction to Game Development GADB 102 Interactive Storytelling GADB 202 Game Design & Game Play GADB 205 Concept Design & Illustration 	<ul style="list-style-type: none"> GADB 212 Level Design GADB 213 Game Modeling GADB 222 Advanced Level Design GADB 253 Environmental Modeling
Graphic Design	
<ul style="list-style-type: none"> GD 105 Survey of Graphic Design GD 107 Introduction to Design Applications GD 108 Digital Photography for Design GD 109 Digital Illustration 	<ul style="list-style-type: none"> GD 203 Digital Layout GD 204 History of Graphic Design GD 211 Digital Pre-Press GD 212 Typography: Hierarchy

Technical Management Bachelor's Degree Program

DeVry University Courses		The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses	
<ul style="list-style-type: none"> GD 110 <i>Introduction to Typography: Traditional</i> 			
Media Arts & Animation			
MAAB 101	<i>Language of Animation & Film</i>	MAAB 204	<i>Acting & Movement for Animators</i>
MAAB 102	<i>Life Drawing & Gesture</i>	MAAB 213	<i>3D Modeling</i>
MAAB 111	<i>Animation Principles</i>	MAAB 222	<i>Storyboarding & Animatics</i>
MAAB 112	<i>Short Format Storytelling</i>	MAAB 223	<i>Hard Surface & Organic Modeling</i>
MAAB 202	<i>Character & Object Design</i>	MAAB 232	<i>3D Animation</i>
Web Design & Interactive Media			
WDIM 110	<i>Designing for Multimedia Display</i>	WDIM 225	<i>Interactive Authoring I</i>
WDIM 120	<i>Writing for Interactive Media</i>	WDIM 230	<i>Fundamentals of Authoring I</i>
WDIM 130	<i>Fundamentals of Interactive Design</i>	WDIM 260	<i>Web Animation</i>
WDIM 160	<i>Web Script</i>	WDIM265	<i>Advanced Web Scripting</i>

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses	The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses
Communication Skills	Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> GEN101 & English I GEN102 English II
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> GEN105 Effective Speaking
Humanities	Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program
Social Sciences	Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> GEN247 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Multimedia Core	
<ul style="list-style-type: none"> WGD201 Visual Design Fundamentals 	<ul style="list-style-type: none"> ART100 & Design Fundamentals ART110 Color Theory OR GD105 Survey of Graphic Design
<ul style="list-style-type: none"> WGD205 Advanced Design and Rapid Visualization 	<ul style="list-style-type: none"> GD107 & Introduction to Design Applications WDIM130 Fundamentals of Interactive Design
<ul style="list-style-type: none"> WGD210 Digital Imaging Fundamentals 	<ul style="list-style-type: none"> GD109 & Digital Illustration GD211 Digital Pre-Press OR DPH242 & Image Manipulation DPH252 Advanced Image Manipulation
<ul style="list-style-type: none"> WGD232 Web Design 	<ul style="list-style-type: none"> WDIM225 & Interactive Authoring I WDIM315 Interactive Authoring II
<ul style="list-style-type: none"> WGD235 Web Animation 	<ul style="list-style-type: none"> MAAB101 & Language of Animation & Film MAAB111 Animation Principles OR MAAB111 & Animation Principles GADB312 Game Animation
<ul style="list-style-type: none"> WGD242 Advanced Web Design 	<ul style="list-style-type: none"> WDIM160 & Web Scripting WDIM265 Advanced Web Scripting

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Illinois Institute of Art Chicago, Schaumburg and The Art Institute Michigan Courses	
• WGD260	Media Portfolio	• WDIM435	E-Portfolio
		• OR	
		• GADB409	Portfolio I
		• GADB419	Portfolio II
		• OR	
		• GD302	Portfolio I
		• GD403	Portfolio II
Track			
Graphic and Multimedia Design			
• GMD411	3D Model Design and Construction with Lab	• MAAB213 & MAAB232	3D Modeling 3D Animation
• GMD451	Animation with Lab	• MAAB312 & MAAB403	Animation Studio Production Team

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Charlotte and The Art Institute of Raleigh-Durham Courses
Communication Skills	
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> SOC101 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> COM101 Oral Communications
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.
<p><i>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.</i></p> <p><i>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.</i></p>	
Graphic and Web Design	
<ul style="list-style-type: none"> GWDA 101 Applications and Industry GWDA 103 Digital Illustration GWDA 105 Concept Design GWDA 111 Introduction to Layout Design GWDA 112 Typography-Traditional GWDA 122 Typography-Hierarchy 	<ul style="list-style-type: none"> GWDA 133 Fundamentals of Web Design GWDA 202 Interface Design GWDA 209 Portfolio I GWDA 222 Intermediate Layout Design GWDA 243 Object Oriented Scripting GWDA 272 Corporate Identity
Graphic Design	
<ul style="list-style-type: none"> GWDA 102 Rapid Visualization GWDA 203 Pre-Press and Production 	<ul style="list-style-type: none"> GWDA 252 Advanced Layout Design GWDA 262 Package Design

Technical Management Bachelor's Degree Program

DeVry University Courses		The Art Institute of Charlotte and The Art Institute of Raleigh-Durham Courses	
•	GWDA 207 <i>Design History</i>	•	GWDA 282 <i>Collateral Design</i>
•	GWDA 212 <i>Typography-Expressive & Experimental</i>	•	GWDA 302 <i>Information Design</i>
•	GWDA 232 <i>Form and Space</i>	•	GWDA 305 <i>Art Direction</i>
•	GWDA 242 <i>Graphic Symbolism</i>	•	GWDA 308 <i>Business of Graphic Design</i>
Media Arts & Animation			
•	MAAA 101 <i>Language of Animation and Film</i>	•	MAAA 203 <i>Audio & Editing Techniques</i>
•	MAAA 102 <i>Life Drawing and Gesture</i>	•	MAAA 212 <i>2D Animation</i>
•	MAAA 111 <i>Animation Principles</i>	•	MAAA 213 <i>3D Modeling</i>
•	MAAA 112 <i>Short Format Storytelling</i>	•	MAAA 222 <i>Storyboarding and Animatics</i>
•	MAAA 122 <i>Drawing and Anatomy</i>	•	MAAA 232 <i>3D Animation</i>
•	MAAA 202 <i>Character and Object Design</i>		
Web Design			
•	ADVA 407 <i>E-Commerce Strategies and Analytics</i>	•	GWDA 253 <i>Authoring for Interaction</i>
•	GWDA 123 <i>Programming Logic</i>	•	GWDA 263 <i>Web Standards</i>
•	GWDA 132 <i>Information Architecture</i>	•	GWDA 283 <i>Advanced Web Design</i>
•	GWDA 201 <i>Audio and Video</i>	•	GWDA 313 <i>Emerging Technologies</i>
•	GWDA 213 <i>Timeline Animation and Interaction</i>		

Multimedia Design & Development Bachelor's Degree Program

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

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses			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
Web Design and Development					
•	WBD310	Interactive Web Page Scripting with Lab	•	GWDA 243 & • GWDA 373	Object Oriented Scripting Advanced Server-Side Scripting

Website Design Certificate Program

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

Business Administration Bachelor's Degree Program

DeVry University Courses	The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses
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 style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> HUMN303 Introduction to the Humanities ETHC445 Principles of Ethics 	<ul style="list-style-type: none"> HU250 Humanities HU357 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.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> 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.
Business Core	
<ul style="list-style-type: none"> BUSN115 Introduction to Business and Technology BUSN319 Marketing COMP100 Computer Applications for Business with Lab 	<ul style="list-style-type: none"> FADA308 Fundamentals of Business ADVA201 Fundamentals of Marketing MRKA111 Office Systems
Electives	Up to 9 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
Major/Concentration	
Hospitality Management	
<ul style="list-style-type: none"> HOSP310 Introduction to Hospitality Management HOSP410 Restaurant Management 	<ul style="list-style-type: none"> FB1102 & CM3319 Introduction to Hospitality Leadership & Organizational Development CM3320 & FB2200 Foodservice Financial Management Beverage Purchasing, Inventory, Control & Menu Authoring
Sales and Marketing	
<ul style="list-style-type: none"> MKTG340 Digital Marketing Fundamentals (3) MKTG410 Advertising and Public Relations 	<ul style="list-style-type: none"> ADVA322 Digital Media Campaigns ADVA101 & ADVA328 Fundamentals of Advertising Public Relations
Small Business Management and Entrepreneurship	
<ul style="list-style-type: none"> SBE310 Small Business Management and Entrepreneurship 	<ul style="list-style-type: none"> MRKA305 & MRKA315 Business for the Entrepreneur I Business for the Entrepreneur II

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 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
Business, Management and Technology			
•	BUSN115 Introduction to Business and Technology	•	FADA308 Fundamentals of Business
•	BUSN319 Marketing	•	ADVA201 Fundamentals of Marketing
•	COMP100 Computer Applications for Business with Lab	•	MRKA111 Office Systems
Concentration			
Hospitality Management			
•	HOSP310 Introduction to Hospitality Management	•	FB1102 & Introduction to Hospitality
		•	CM3319 Leadership & Organizational Development
•	HOSP410 Restaurant Management	•	CM3320 & Foodservice Financial Management
		•	FB2200 Beverage Purchasing, Inventory, Control & Menu Authoring
Sales and Marketing			
•	MKTG340 Digital Marketing Fundamentals	•	ADVA322 Digital Media Campaigns
•	MKTG410 Advertising and Public Relations	•	ADVA101 & Fundamentals of Advertising
		•	ADVA328 Public Relations
Small Business Management and Entrepreneurship			
•	SBE310 Small Business Management and Entrepreneurship	•	MRKA305 & Business for the Entrepreneur I
		•	MRKA315 Business for the Entrepreneur II

Website Design Certificate Program

DeVry University Courses

The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses

Web Graphic Design

- WGD232 Web Design

- GWDA133 Fundamentals of Web Design
OR

- GWDA273 Intermediate Web Design

- WGD251 Responsive Web Design

- GWDA273 Intermediate Web Design

- WGD260 Media Portfolio

- GWDA209 Portfolio I

Technical 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 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
Business, Management and Technology			
•	BUSN115 Introduction to Business and Technology	•	FADA308 Fundamentals of Business
•	COMP100 Computer Applications for Business with Lab	•	MRKA111 Office Systems
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	•	ADVA201 Fundamentals of Marketing
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.	
<i>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.</i>			
<i>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.</i>			
Graphic & Web Design			
•	GWDA101 Applications & Industry	•	GWDA133 Fundamentals of Web Design
•	GWDA103 Digital Illustration	•	GWDA202 Interface Design
•	GWDA105 Concept Design	•	GWDA209 Portfolio I
•	GWDA111 Introduction to Layout Design	•	GWDA222 Intermediate Layout Design
•	GWDA112 Typography-Traditional	•	GWDA243 Object Oriented Scripting

Technical 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

• GWDA122	Typography-Hierarchy	• GWDA272	Corporate Identity
Hospitality Food 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	• 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	• 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	• 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			

Technical Management Bachelor's Degree Program

DeVry University Courses

- EM1000 Introduction to Visual Effects & Motion Graphics
- EM2251 Intermediate Visual Effects: Rotoscoping & Painting
- EM2552 Video Production For Visual Effects & Motion Graphics
- EM2254 Matte Painting
- EM3311 Previsulization
- EM3381 Visual Effects-Match Moving

The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses

- EM3392 Intermediate 3-D Visual Effects
- EM3394 Advanced Visual Effects & Motion Graphics – Plates & Elements
- EM4402 Motion & Shot Design
- EM4412 Broadcast Design
- EM4414 Portfolio Development
- 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 Foodservice Financial Management Beverage Purchasing, Inventory, Control & Menu Authoring |

Multimedia Design & Development Bachelor's Degree Program

DeVry University 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 applicable communication skills discipline can be applied as communication skills credit toward this program.		
•	SPCH275 Public Speaking	•	HU111 Effective Speaking	
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program		
•	HUMN303 Introduction to the Humanities	•	HU250 Humanities	
•	ETHC445 Principles of Ethics	•	HU357 Ethics	
Social Sciences		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.		
Multimedia Core				
•	MDD340 Business of Graphics	•	GWDA272 Corporate Identity GWDA308 Business of Graphic Design	
•	WGD201 Visual Design Fundamentals	•	FND105 & Design Fundamentals FND150 Digital Color Theory OR •	FS102 & Fundamentals of Design FS103 Color Theory
•	WGD210 Digital Imaging Fundamentals	•	FND135 & Image Manipulation GWDA103 Digital Illustration OR •	FS122 & Image Manipulation GD1134 Digital Illustration
•	WGD229 Information Design	•	GWDA111 & Introduction to Layout Design GWDA222 Intermediate Layout Design	
•	WGD232 Web Design	•	GWDA133 Fundamentals of Web Design OR •	GWDA273 Intermediate Web Design
•	WGD235 Web Animation	•	MAAA111 & Animation Principles MAAA204 Acting & Movement for Animators OR •	GADA312 Game Animation MAAA111 Animation Principles
•	WGD251 Responsive Web Design	•	GWDA283 Advanced Web Design	

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses		The Art Institute of California – Inland Empire, Orange County, Sacramento, San Francisco, campuses of Argosy University Courses	
• WGD260	Media Portfolio	• GWDA209	Portfolio I
		OR	
		• FS297	Portfolio I
		OR	
		• GADA409	Portfolio I
Track			
Graphic and Multimedia Design			
• GMD411	3D Model Design and Construction with Lab	• MAAA232 &	3D Animation
		• MAAA302	3D Character Animation
		OR	
		• MA2204 &	3D Animation
		• MA3322	3-D Visual Effects
• GMD451	Animation with Lab	• MAAA312 &	Animation Studio
		• MAAA403	Production Team

Communications Bachelor's Degree Program

DeVry University 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 applicable communication skills discipline can be applied as communication skills credit toward this program.
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> 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
<ul style="list-style-type: none"> ETHC445 Principles of Ethics HIST405 United States History HUMN303 Introduction to the Humanities 	<ul style="list-style-type: none"> HU357 Ethics SB210 U.S. History HU250 Humanities
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.
<ul style="list-style-type: none"> PSYC305 Motivation and Leadership SOCS185 Culture and Society 	<ul style="list-style-type: none"> SB322 Organizational Psychology SB113 Sociology
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	
<ul style="list-style-type: none"> BUSN319 Marketing 	<ul style="list-style-type: none"> ADVA201 Fundamentals of Marketing
Business Communications Concentration	
<ul style="list-style-type: none"> TC220 Rhetorical Strategies for Technical Communication TC420 Marketing and Corporate Communications 	<ul style="list-style-type: none"> PRWA101 & Principles of Rhetoric PRWA103 Foundations of Professional Writing PRWA104 & Marketing Communications PRWA304 Communication in the Global Marketplace

Technical Management Bachelor's Degree Program

DeVry Courses	The Art Institute of Fort Lauderdale Courses
Communication Skills	
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> ENC1101 & English Composition ENC1145 Topics for Composition
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> SYG2000 Introduction to Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> SPC1608 Principles of Public Speaking
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
The following are suggested electives.	
<ul style="list-style-type: none"> CIS115 Logic and Design 	<ul style="list-style-type: none"> COP2363C & Introduction to Programming C++ OR COP1845C Introduction to Scripting and Programming Languages

Technical Specialty

General Technical Option

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

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

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

Game Art & Design

<ul style="list-style-type: none"> DIG1711C Game Design & Game Play DIG1717 Introduction to Game Development DIG2363C Character Modeling DIG2790C Texturing for Game DIG2791C Game Modeling 	<ul style="list-style-type: none"> DIG3723C 3D Game Scripting DIG3724C Advanced 3D Game Scripting DIG3792C Texture/Lighting for Gaming DIG3793C Level Design DIG3794C Advanced Level Design
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Technical Management Bachelor's Degree Program

DeVry Courses		The Art Institute of Fort Lauderdale Courses	
• DIG3368C	3D Game Animation	• DIG3797C	Designing Interior Spaces and Worlds
Graphic Design			
• GRA1103C	Introduction to Visual Design Applications	• 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	• 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
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Information Technology – Networking Fundamentals

• COMP230	Introduction to Scripting and Database with Lab	• CGS2540C & COP1845C	Database Concepts Introduction to Scripting and Programming Languages
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Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses	The Art Institute of Fort Lauderdale Courses
Communication Skills	Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> ENC1101 & English Composition ENC1145 Topics for Composition
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> SPC1608 Principles of Public Speaking
Humanities	Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program
Social Sciences	Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> SYG2000 Introduction to Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Multimedia Core	
<ul style="list-style-type: none"> MDD340 Business of Graphics 	<ul style="list-style-type: none"> GRA2177C Corporate Identification GRA4178C Corporate Communications
<ul style="list-style-type: none"> WGD201 Visual Design Fundamentals 	<ul style="list-style-type: none"> ART1201C & Design Basics ART2205C Color Application OR ART1201C Design Basics
<ul style="list-style-type: none"> WGD205 Advanced Design and Rapid Visualization 	<ul style="list-style-type: none"> GRA1103C & Intro to Visual Design Applications GRA1852C Computer Graphics
<ul style="list-style-type: none"> WGD232 Web Design 	<ul style="list-style-type: none"> CGS2800C & Basic Web Design CGS3803C Intermediate Web Design
<ul style="list-style-type: none"> WGD235 Web Animation 	<ul style="list-style-type: none"> GRA2854C & 2D Animation I: Principles DIG3343C Broadcast Graphics I: Animation Text & Logo Design OR FIL2723C 2D Animation II: Applications GRA2854C 2D Animation I: Principles
Track	
Graphic and Multimedia Design	
<ul style="list-style-type: none"> GMD411 3D Model Design and Construction with Lab 	<ul style="list-style-type: none"> DIG3368C & 3D Game Animation DIG4383C Advanced 3D Game Animation
<ul style="list-style-type: none"> GMD451 Animation with Lab 	<ul style="list-style-type: none"> DIG3308C & Web Animation DIG3306C 3D Animation I: Principles

Website Design Certificate Program

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

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Philadelphia Courses
Communication Skills	
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> ETHC445 Principles of Ethics 	<ul style="list-style-type: none"> GE20510 Ethics
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> GE20530 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> GE10320 Effective Speaking
Business, Management and Technology	
<ul style="list-style-type: none"> COMP100 Computer Applications for Business with Lab 	<ul style="list-style-type: none"> LS10110 Computer Science
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
The following are suggested electives.	
<ul style="list-style-type: none"> CIS115 Logic and Design 	<ul style="list-style-type: none"> GA20720 Programming for Artist
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.
<p><i>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.</i></p> <p><i>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.</i></p>	
Game Art & Design	
<ul style="list-style-type: none"> GA10110 Observational Drawing GA10120 Design Fundamentals GA10210 Introduction to Game Development GA10320 Interactive Storytelling 	<ul style="list-style-type: none"> GA20610 Interior Spaces & Worlds GA20620 Game Production Pipeline GA20710 Level Design GA20720 Programming for Artists

Technical Management Bachelor's Degree Program

DeVry University Courses		The Art Institute of Philadelphia Courses	
• GA10420	Game Design & Game Play	• GA20810	Game Prototyping
• GA20510	Texture Mapping for Games	• GA20820	Project Management for Game Art
• GA20520	Game Modeling		
Graphic Design			
• GR10110	Fundamentals of Drawing	• GR10361	Analysis of Form
• GR10120	Fundamentals of Design	• GR10450	Digital Layout
• GR10130	Color Theory	• GR10460	Digital Illustration
• GR10210	Typography I	• GR10471	Digital Imaging & Manipulation
• GR10330	Concept Development	• GR20541	Print Production
Media Arts & Animation			
• AD10130	Language of Animation and Film	• AD10311	Structure, Proportion, Perspective
• AD10210	Life Drawing	• AD10322	Figure Sculpture
• AD10221	Color Theory	• AD10350	Principles of 3D Modeling
• AD10231	Image Manipulation	• AD10361	Advanced Drawing for Animation
• AD10251	Typography	• AD10441	2D Animation Principles
Web Design & Interactive Media			
• IM10210	Image Manipulation	• IM10421	Web Design Workshop
• IM10220	Digital Typography	• IM20511	E-Learning Design
• IM10310	Introduction to Scripting Language	• IM20521	Dynamic Web Scripting
• IM10340	Advanced Image Manipulation	• IM20530	Concepts in Motion Design
• IM10410	Intermediate Scripting Languages		

Multimedia Design & Development Bachelor's Degree Program

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

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses

- WGD260 Media Portfolio

The Art Institute of Philadelphia Courses

- GA41120 Portfolio I
OR
- AD20860 Portfolio Foundation
OR
- IM20710 I Digital Portfolio I
AND/OR
- IM20810 Digital Portfolio II

Track

Graphic and Multimedia Design

- GMD411 3D Model Design and Construction with Lab

- GA20520 & Game Modeling
- GA20610 Interior Spaces & Worlds
OR
- AD10350 & Principles of 3D Modeling
- AD10460 Principles of 3-D Animation

- GMD451 Animation with Lab

- AD20831 & 2D Animation Studio
- AD20811 Animation Interactive
OR
- AD41111 & Animation Studio
- AD41121 Animation Portfolio Production

Website Design Certificate Program

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

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Colorado Courses
Communication Skills	
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> GS1403 & English Composition I GS3407 English Composition II
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> GS2405 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> 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.	
<ul style="list-style-type: none"> CIS115 Logic and Design 	<ul style="list-style-type: none"> GWDA123 Programming Logic
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.
<p><i>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.</i></p> <p><i>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.</i></p>	
Graphic & Web Design	
<ul style="list-style-type: none"> GWDA101 Application & Industry GWDA103 Digital Illustration GWDA105 Concept Design GWDA111 Introduction to Layout Design GWDA112 Typography-Traditional GWDA122 Typography-Hierarchy GWDA123 Programming Logic 	<ul style="list-style-type: none"> GWDA132 Information Architecture GWDA133 Fundamentals of Web Design GWDA201 Audio and Video GWDA202 Interface Design GWDA209 Portfolio I GWDA213 Timeline Animation & Interaction

Technical Management Bachelor's Degree Program

DeVry University Courses

The Art Institute of Colorado Courses

Media Arts & Animation

- | | | | |
|-----------|---|-----------|--|
| • MAAA101 | <i>Language of Animation & Film</i> | • MAAA203 | <i>Audio & Editing Techniques</i> |
| • MAAA102 | <i>Life Drawing & Gesture</i> | • MAAA204 | <i>Acting & Movement for Animators</i> |
| • MAAA111 | <i>Animation Principles</i> | • MAAA212 | <i>2D Animation</i> |
| • MAAA112 | <i>Short Format Storytelling</i> | • MAAA213 | <i>3D Modeling</i> |
| • MAAA122 | <i>Drawing & Anatomy</i> | • MAAA222 | <i>Storyboarding & Animatics</i> |
| • MAAA202 | <i>Character & Object Design</i> | • MAAA232 | <i>3D Animation</i> |

Multimedia Design & Development Bachelor's Degree Program

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

Technical Management Bachelor's Degree Program

DeVry Courses	The Art Institute of Indianapolis Courses
Communication Skills	
<ul style="list-style-type: none"> ENGL112 Composition 	<ul style="list-style-type: none"> 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.
<ul style="list-style-type: none"> SOCS185 Culture and Society 	<ul style="list-style-type: none"> GE200 Sociology
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
<ul style="list-style-type: none"> SPCH275 Public Speaking 	<ul style="list-style-type: none"> GE140 Speech and Communication
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
The following are suggested electives.	
<ul style="list-style-type: none"> CIS115 Logic and Design 	<ul style="list-style-type: none"> GWDA123 Programming Logic
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.
<p>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.</p> <p>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.</p>	
Graphic & Web Design	
<ul style="list-style-type: none"> GWDA101 Applications & Industry GWDA103 Digital Illustration GWDA105 Concept Design GWDA111 Introduction to Layout Design GWDA112 Typography-Traditional GWDA122 Typography-Hierarchy GWDA123 Programming Logic 	<ul style="list-style-type: none"> GWDA132 Information Architecture GWDA133 Fundamentals of Web Design GWDA201 Audio & Video GWDA202 Interface Design GWDA209 Portfolio I GWDA213 Timeline Animation & Interaction

Technical Management Bachelor's Degree Program

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

Multimedia Design & Development Bachelor's Degree Program

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

Multimedia Design & Development Bachelor's Degree Program

DeVry University Courses

- GMD451 Animation with Lab

The Art Institute of Indianapolis Courses

- MAAA312 & Animation Studio
- MAAA333 Dynamics & Simulation

Web Design and Development

- WBD310 Interactive Web Page Scripting with Lab
- GWDA353 & Server-Side Scripting
- GWDA363 Client-Side Scripting

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Phoenix Courses
Communication Skills	
• ENGL112 Composition	• ENG100 & English I • ENG200 English II
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
• ETHC445 Principles of Ethics	• HUM102 Philosophy and Ethics
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
• SPCH275 Public Speaking	• COM201 Effective Speaking
Business, Management and Technology	
• BUSN115 Introduction to Business and Technology	• PD201 Fundamentals of Business
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
The following are suggested electives.	
• BUSN319 Marketing	• MW125 Fundamentals of Marketing
• CIS115 Logic and Design	• VGPA111 Introduction to Programming Logic
• CIS170C Programming with Lab	• SDVA103 & C++ Programming I • SDVA203 C++ Programming II
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.
<p><i>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.</i></p> <p><i>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.</i></p>	
Graphic & Web Design	
• GWDA101 Applications and Industry	• GWDA113 Fundamentals of Web Page Scripting
• GWDA102 Rapid Visualization	• GWDA122 Typography-Hierarchy

Technical Management Bachelor's Degree Program

DeVry University Courses		The Art Institute of Phoenix Courses	
• GWDA103	Digital Illustration	• GWDA202	Interface Design
• GWDA105	Concept Design	• GWDA203	Pre-Press and Production
• GWDA111	Introduction to Layout Design	• GWDA207	Design History
• GWDA112	Typography-Traditional	• GWDA209	Portfolio I
Media Arts and Animation			
• MAAA101	Language of Animation & Film	• MAAA213	3D Modeling
• MAAA102	Life Drawing & Gesture	• MAAA222	Storyboarding& Animatics
• MAAA111	Animation Principles	• MAAA232	3D Animation
• MAAA112	Short Format Storytelling	• MAAA233	Motion Graphics
• MAAA122	Drawing & Anatomy	• MAAA242	Character Modeling
• MAAA212	2D Animation	• MAAA243	Material & lighting
Visual and Game Programming			
• GADA101	Introduction to Game Development	• GADA313	Advanced Game Prototyping
• GADA202	Game Design & Game Play	• GADA314	Team Production Planning
• GADA212	Level Design	• GADA343	Motion Capture
• GADA222	Advanced Level Design	• GADA403	Team Production II
• GADA302	Mobile & Social Game Design	• GADA409	Portfolio I
• GADA303	Game Prototyping	• GADA419	Portfolio II

Computer Information Systems Bachelor's Degree Program

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

Multimedia Design & Development Bachelor's Degree Program

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

Technical Management Bachelor's Degree Program

DeVry University Courses	The Art Institute of Portland Courses
Communication Skills	
• ENGL112 Composition	<ul style="list-style-type: none"> • WR121 & English Composition • WR125 Argumentation & Research
Humanities	Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.
Social Sciences	Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.
Mathematics and Natural Sciences	Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.
Additional General Education Selection	Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.
Business, Management and Technology	
• BUSN115 Introduction to Business and Technology	• BA121 Introduction to Business
Electives	Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.
The following are suggested electives.	
• BUSN319 Marketing	• BA241 Principles of Marketing
• CIS115 Logic and Design	• CS114 Logical Thought & Programming
Technical Specialty	
General Technical Option	Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.
<p><i>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.</i></p> <p><i>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.</i></p>	
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	

Technical Management Bachelor's Degree Program

DeVry University Courses		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

Multimedia Design & Development Bachelor's Degree Program

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

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

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Pittsburgh	
Communication Skills			
• ENGL112	Composition	• ENG 1010 & • ENG 1020 OR • ENG 2200	Composition and Language Composition and Language II Advanced Composition
Humanities		Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
• HUMN 451	Contemporary Fine Arts	• ART 1030 OR	Art History: From Early Modern to Contemporary
•		• ART 3030	Theories of Modernism and Postmodernism
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.	
• ECON312	Principles of Economics	• ECO 1010 & • ECO 2010	Microeconomics Macroeconomics
• SOCS185	Culture and Society	• SOC 1010	Introduction to Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Additional General Education Selection		Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.	
• SPCH275	Public Speaking	• COMM 1010	Introduction to Communications
Business, Management and Technology			
• BUSN115	Introduction to Business and Technology	• FASA 308	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	• ADVA 201	Fundamentals of Marketing
• CIS115	Logic and Design	• IMD 312	Introduction to Programming
Technical Specialty			
General Technical Option		Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.	
<i>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.</i>			
<i>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.</i>			

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Pittsburgh	
Game Art & Design			
• 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 & 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

Technical Management Bachelor's Degree Program			
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
Business Administration Specialty <i>The following business administration specialties are designed for students who wish to focus on a particular career area in a business or management field.</i>			
Information Technology – Cisco Networking Fundamentals			
• COMP230	Introduction to Scripting and Database with Lab	• IMD 312 & • IMD 323	Intro to Programming Database Systems
Information Technology – Networking Fundamentals			
• COMP230	Introduction to Scripting and Database with Lab	• IMD 312 & • IMD 323	Intro to Programming Database Systems
Sales and Marketing			
• MKTG340	Digital Marketing Fundamentals	• FND 251	E-Commerce

Multimedia Design & Development Bachelor's Degree Program			
DeVry University 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 & • ENG 1020 OR • ENG 2200	Composition and Language Composition and Language II Advanced Composition
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
• HUMN451	Contemporary Fine Arts	• ART 1030 OR • ART 3030	Art History: From Early Modern to Contemporary Theories of Modernism and Postmodernism
• ETHC445	Principles of Ethics	• PHI 1010	Intro to Ethics
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.	
• ECON312	Principles of Economics	• ECO 1010 & • ECO 2010	Microeconomics Macroeconomics
• SOCS185	Culture and Society	• SOC 1010	Introduction to Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business and Computing			
• BUSN115	Introduction to Business and Technology	• FADA 308	Fundamentals of Business
Multimedia Core			
• WGD201	Visual Design Fundamentals	• FNDA 105 & • FBDA 150 OR • FNDA 105	Design Fundamentals Digital Color Theory Design Fundamentals
• WGD205	Advanced Design and Rapid Visualization	• G 224 & • G 312	Design Principles Design and Technology
• WGD210	Digital Imaging Fundamentals	• FND 135 & • G 223	Image Manipulation Digital Image Manipulation II
• WGD229	Information Design	• G 422 & • G 333	Communication Design Packaging Design
• WGD232	Web Design	• FND 135 & • G 350	Intro to Web Design Web Scripting
• WGD235	Web Animation	• MAAA 111 & • GADA 312 OR • C 220 & • C 230 OR • G 427 & • GDE 440	Animation Principles Game Animation Intermediate 2D Animation Advanced 2D Animation Basic Web Animation Web Animation II
• WGD242	Advanced Web Design	• IMD 221 & • IMD 232	Interactive Authoring II & III
• WGD260	Media Portfolio	• GADA 409 OR	Portfolio I

Multimedia Design & Development Bachelor's Degree Program			
DeVry University Courses		The Art Institute Courses – Pittsburgh	
		• GADA 419 OR	Portfolio II
		• G 430 OR	Portfolio
		• IMD 432	Portfolio
Graphic and Multimedia Design			
• GMD371	Advanced Illustration with Lab	• G 320 & G 330 OR	Intermediate Illustration Graphic Illustration
		• G 410	Editorial Illustration
• GMD411	3D Model Design and Construction with Lab	• MAAA 213 & MAAA 232 OR	3D Modeling 3D Animation
		• MAAA 303	3D Character Rigging
• GMD451	Animation with Lab	• GADA 312 & MAAA 312	Filmmaking for Animation Animation Studio
Web Design and Development			
• CIS336	Introduction to Database with Lab	• IMD 323 & IMD 404	Database Systems Database Management

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

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Online	
Communication Skills			
• ENGL112	Composition	• ENG 1010& • ENG 1020 OR • ENG 2200	Composition and Language Composition and Language II Advanced Composition
Humanities		Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
• HUMN 451	Contemporary Fine Arts	• ART 1030 OR • ART 3030	Art History: From Early Modern to Contemporary Theories of Modernism and Postmodernism
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.	
• ECON312	Principles of Economics	• ECO 1010 & • ECO 2010	Microeconomics Macroeconomics
• SOCS185	Culture and Society	• SOC 1010	Introduction to Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Additional General Education Selection		Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.	
• SPCH275	Public Speaking	• COMM 1010	Introduction to Communications
Business, Management and Technology			
• BUSN115	Introduction to Business and Technology	• FASA 308	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	• ADVA 201	Fundamentals of Marketing
• CIS115	Logic and Design	• IMD 312	Introduction to Programming
Technical Specialty			
General Technical Option		Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.	
<i>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.</i>			
<i>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.</i>			
Game Art & Design			
• 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

Technical Management Bachelor's Degree Program			
DeVry 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 & 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 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 & 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
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	• IMD 312 & IMD 323	Intro to Programming Database Systems
Information Technology – Networking Fundamentals			
• COMP230	Introduction to Scripting and Database with Lab	• IMD 312 & IMD 323	Intro to Programming Database Systems
Sales and Marketing			
• MKTG340	Digital Marketing Fundamentals	• FND 251	E-Commerce

Multimedia Design & Development Bachelor's Degree Program			
DeVry University Courses		The Art Institute Courses – Online	
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 & • ENG 1020 OR • ENG 2200	Composition and Language Composition and Language II Advanced Composition
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
• HUMN451	Contemporary Fine Arts	• ART 1030 OR • ART 3030	Art History: From Early Modern to Contemporary Theories of Modernism and Postmodernism
• ETHC445	Principles of Ethics	• PHI 1010	Intro to Ethics
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.	
• ECON312	Principles of Economics	• ECO 1010& • ECO 2010	Microeconomics Macroeconomics
• SOCS185	Culture and Society	• SOC 1010	Introduction to Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business and Computing			
• BUSN115	Introduction to Business and Technology	• FADA 308	Fundamentals of Business
Multimedia Core			
• WGD201	Visual Design Fundamentals	• FNDA 105& • FBDA 150 OR • FNDA 105	Design Fundamentals Digital Color Theory Design Fundamentals
• WGD205	Advanced Design and Rapid Visualization	• G 224 & • G 312	Design Principles Design and Technology
• WGD210	Digital Imaging Fundamentals	• FND 135 & • G 223	Image Manipulation Digital Image Manipulation II
• WGD229	Information Design	• G 422 & • G 333	Communication Design Packaging Design
• WGD232	Web Design	• FND 135 & • G 350	Intro to Web Design Web Scripting
• WGD235	Web Animation	• MAAA 111 & • GADA 312 OR	Animation Principles Game Animation
		• C 220 & • C 230 OR	Intermediate 2D Animation Advanced 2D Animation
		• G 427 & • GDE 440	Basic Web Animation Web Animation II
• WGD242	Advanced Web Design	• IMD 221 & • IMD 232	Interactive Authoring II & III

Multimedia Design & Development Bachelor's Degree Program			
DeVry University Courses		The Art Institute Courses – Online	
• WGD260	Media Portfolio	• GADA 409 OR	Portfolio I
		• GADA 419 OR	Portfolio II
		• G 430 OR	Portfolio
		• IMD 432	Portfolio
Track – one of the following is selected			
Graphic and Multimedia Design			
• GMD371	Advanced Illustration with Lab	• G 320 & G 330 OR	Intermediate Illustration Graphic Illustration
		• G 410	Editorial Illustration
• GMD411	3D Model Design and Construction with Lab	• MAAA 213 & MAAA 232 OR	3D Modeling 3D Animation
		• MAAA 303	3D Character Rigging
• GMD451	Animation with Lab	• GADA 312 & MAAA 312	Filmmaking for Animation Animation Studio
Web Design and Development			
• CIS336	Introduction to Database with Lab	• IMD 323 & IMD 404	Database Systems Database Management

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

Business Administration Bachelor's Degree Program			
DeVry University Courses		The Art Institute Courses – Las Vegas (Henderson)	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• ENG 110 &	English Composition
• SPCH275	Public Speaking	• COM 443	Advanced Communications
Humanities		• COM 140	Speech & Communication
Up to 6 semester credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.			
• ETHC445	Principles of Ethics	• 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
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business Core			
• 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
Electives		Up to 9 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.	
Major/Concentration			
Sales and Marketing			
• MKTG340	Digital Marketing Fundamentals (3)	• ADVA 322	Digital Media Campaigns
• MKTG410	Advertising and Public Relations	• ADVA 101 &	Fundamentals of Advertising
		• ADVA 328	Public Relations
Small Business Management and Entrepreneurship			
• SBE310	Small Business Management and Entrepreneurship	• MRKA 305 &	Business for the Entrepreneur I
		• MRKA 315	Business for the Entrepreneur II

Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Las Vegas (Henderson)	
Communication Skills			
• ENGL112	Composition	• ENG 110 &	English Composition
		• COM 443	Advanced Communications
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	• HUM 157	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	• SBS 200	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
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 140	Speech & Communication
Business, Management and Technology			
• 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
Concentration			
Sales and Marketing			
• MKTG340	Digital Marketing Fundamentals	• ADVA 322	Digital Media Campaigns
• MKTG410	Advertising and Public Relations	• ADVA 101 &	Fundamentals of Advertising
		• ADVA 328	Public Relations
Small Business Management and Entrepreneurship			
• SBE310	Small Business Management and Entrepreneurship	• MRKA 305 &	Business for the Entrepreneur I
		• MRKA 315	Business for the Entrepreneur II

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Las Vegas (Henderson)	
Communication Skills			
• ENGL112	Composition	• ENG 110 &	English Composition
		• COM 443	Advanced Communications
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	• HUM 157	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	• SBS 200	Sociology
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
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 140	Speech & Communication
Business, Management and Technology			
• BUSN115	Introduction to Business and Technology	• FADA 308	Fundamentals of Business
• COMP100	Computer Applications for Business with Lab	• MRKA 111	Office Systems
Electives		Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.	
The following are suggested electives.			
• BUSN319	Marketing	• ADVA 201 OR	Fundamentals of Marketing
		• BUS 121	Fundamentals of Marketing
• CIS115	Logic and Design	• IMD 123	Program Logic
Technical Specialty			
General Technical Option		Up to 27 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward the technical specialty hours.	
<i>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.</i>			
<i>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.</i>			
Game Art & Design			
• GAD 101	Intro to Game Development	• GAD 214	Game Modeling
• GAD 201	Sculpture	• 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		

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute 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 & Entertainment 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 Writing 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

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Las Vegas (Henderson)	
• DFVP 215	Broadcast Typography	• GD 107	Digital Imaging
• DFVP 220	Fundamentals of Editing	• GD 211	Digital Illustration
• DFVP 221	Intermediate Editing		
Web Design & Interactive Media			
• ART 102	Fundamentals of Design	• GD 211	Digital Illustration
• ART 103	Color Theory	• GD 214	Corporate Identity
• ART 124	Design History	• GD 215	Typography-Hierarchy
• GD 106	Typography-Traditional	• GD 411	Advanced Digital Imaging
• GD 107	Digital Imaging	• IMD 101	Intro to the World Wide Web
• GD 123	Design Concepts	• IMD 121	Web Scripting
Business Administration Specialty <i>The following business administration specialties are designed for students who wish to focus on a particular career area in a business or management field.</i>			
Sales and Marketing			
• MKTG340	Digital Marketing Fundamentals	• ADVA 322 OR	Digital Media Campaigns
		• IMD 323	Web Marketing
• MKTG410	Advertising and Public Relations	• ADVA 101 &	Fundamentals of Advertising
		• ADVA 328	Public Relations
Small Business Management and Entrepreneurship			
• SBE310	Small Business Management and Entrepreneurship	• MRKA 305 &	Business for the Entrepreneur I
		• MRKA 315	Business for the Entrepreneur II

Computer Information Systems Bachelor's Degree Program			
DeVry University Courses		The Art Institute Courses – Las Vegas (Henderson)	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• ENG 110 &	English Composition
• SPCH275	Public Speaking	• COM 443	Advanced Communications
		• COM 140	Speech & Communication
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
• ETHC232	Ethical and Legal Issues in the Professions	• HUM 157	Ethics
Social Sciences		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
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Tech Core			
• CEIS110	Introduction to Programming	• GWDA 123	Programming Logic
Information Systems and Programming			
• CEIS236	Database Systems and Programming Fundamentals	• SDVA 223 &	Databases I
		• SDVA 233	Databases II
• CIS170C	Programming with Lab	• SDVA 103 &	C++ Programing I
		• SDVA 203	C++ Programing II

Software Development Bachelor's Degree Program			
DeVry University Courses		The Art Institute Courses – Las Vegas (Henderson)	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• ENG 110 &	English Composition
•		• COM 443	Advanced Communications
• SPCH275	Public Speaking	• COM 140	Speech & Communication
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
• ETHC232	Ethical and Legal Issues in the Professions	• HUM 157	Ethics
Social Sciences		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
Tech Core			
• CEIS110	Introduction to Programming	• GWDA 123	Programming Logic
Information Systems and Programming			
• CEIS236	Database Systems and Programming Fundamentals	• SDVA 223 &	Databases I
		• SDVA 233	Databases II
• CIS170C	Programming with Lab	• SDVA 103 &	C++ Programing I
		• SDVA 203	C++ Programing II

Multimedia Design & Development Bachelor's Degree Program			
DeVry University Courses		The Art Institute Courses – Las Vegas (Henderson)	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• ENGL112	Composition	• ENG 110 &	English Composition
• SPCH275	Public Speaking	• COM 443	Advanced Communications
		• COM 140	Speech & Communications
Humanities		Up to 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Multimedia Core			
• WGD201	Visual Design Fundamentals	• 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 & • GD 202 OR	Digital Imaging Electronic Design
		• GD 107 & • GD 411 OR	Digital Imaging Advanced Digital Imaging
		• GD 107 & • GD 211	Digital Imaging Digital Illustration
• WGD232	Web Design	• IMD 121 & • IMD 210 OR • IMD 210 & • IMD 220	Web Scripting Web Authoring I Web Authoring I Web Authoring II
• WGD235	Web Animation	• MMA 150 & • MMA 250 OR • MMA 240 & • MMA 250	Principles of Animation Advanced Traditional Animation Intermediate Traditional Animation Advanced Traditional Animation
• WGD260	Media Portfolio	• MMA 420 OR • GD 413	Web Portfolio Digital Portfolio
Track			
Graphic and Multimedia Design			
• GMD341	Advanced Imaging with Lab	• GD 411 & • GD 412 OR • MMA 211 & • MMA 327	Advanced Digital Imaging Advanced Design 3D Animation Intermediate 3D Animation
• GMD411	3D Model Design and Construction with Lab	• GAD 215 & • GAD 405	3D Animation Advanced 3D Animation

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

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

Business Administration 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 6 semester credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
Social Sciences		Up to 9 semester credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business 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		Up to 9 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.	
Major/Concentration			
Sales and Marketing			
• MKTG340	Digital Marketing Fundamentals (3)	• ADVA 322	Digital Media Campaigns
• MKTG410	Advertising and Public Relations	• ADVA 101 &	Fundamentals of Advertising
		• ADVA 328	Public Relations
Small Business Management and Entrepreneurship			
• SBE310	Small Business Management and Entrepreneurship	• MRKA 305 &	Business for the Entrepreneur I
		• MRKA 315	Business for the Entrepreneur II

Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Hollywood and San Diego	
Humanities		Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
Social Sciences		Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Additional General Education Selection		Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.	
• SPCH275	Public Speaking	• HU 111	Effective Speaking
Business, Management and Technology			
• BUSN115	Introduction to Business and Technology	• FADA 308	Fundamentals of Business
• BUSN319	Marketing	• ADVA 201	Fundamentals of Marketing
• COMP100	Computer Applications for Business with Lab	• MRKA 111	Office Systems
Concentration			
Sales and Marketing			
• MKTG340	Digital Marketing Fundamentals	• ADVA 322	Digital Media Campaigns
• MKTG410	Advertising and Public Relations	• ADVA 101 &	Fundamentals of Advertising
		• ADVA 328	Public Relations
Small Business Management and Entrepreneurship			
• SBE310	Small Business Management and Entrepreneurship	• MRKA 305 &	Business for the Entrepreneur I
		• MRKA 315	Business for the Entrepreneur II

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Hollywood and San Diego	
Humanities		Three semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program.	
Social Sciences		Up to 6 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Additional General Education Selection		Three semester-credit hours of coursework in any applicable general education discipline can be applied toward this program requirement.	
• SPCH275	Public Speaking	• HU 111	Effective Speaking
Business, Management and Technology			
• BUSN115	Introduction to Business and Technology	• FADA 308	Fundamentals of Business
• COMP100	Computer Applications for Business with Lab	• MRKA 111	Office Systems
Electives		Up to 25 credit hours of qualifying prior college coursework not meeting other program requirements may be applied toward elective hours.	
The following are suggested electives.			
• BUSN319	Marketing	• ADVA 201	Fundamentals of Marketing
• CIS115	Logic and Design	• VGPA 111	Introduction to Programming Logic
• CIS170C	Programming with Lab	• SDVA 103 &	C++ Programming I
		• SDVA 203	C++ Programming II
Technical 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.	
<p><i>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.</i></p> <p><i>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.</i></p>			
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 & Entertainment Management			
• ADVA 101	Fundamentals of Advertising	• ADVA 322	Digital Media Campaigns
• ADVA 204	Consumer Behavior & Persuasive Sales Techniques	• ADVA 328	Public Relations

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute 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 Web 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 & Design			
• 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

Technical Management Bachelor's Degree Program			
DeVry Courses		The Art Institute Courses – Hollywood and San Diego	
Visual & Game 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 Systems 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 6 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 9 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Tech Core			
• CEIS110	Introduction to Programming	• VGPA 111	Intro to Programming Logic
Information Systems and Programming			
• CIS170C	Programming with Lab	• SDVA 103 &	C++ Programming I
		• SDVA 203	C++ Programming II
Track			
Web Game Programming			
• WBG370	Game Development with Lab	• GADA 101 &	Introduction to Game Development
		• GADA 202	Game Design & Game Play

Multimedia Design & Development 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 110	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 Natural Sciences		Three semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Multimedia Core			
• WGD201	Visual Design Fundamentals	• FND 105 & FND 150	Design Fundamentals Digital Color Theory
• WGD210	Digital Imaging Fundamentals	• FDND 135 & GWDA 103	Image Manipulation Digital Illustration
• WGD229	Information Design	• GWDA 111 & GWDA 222	Intro to Layout Design Intermediate layout Design
• WGD232	Web Design	• GWDA 133 & GWDA 273	Fundamentals of Web Design Intermediate Web Design
• WGD235	Web Animation	• MAAA 111 & MAAA 204	Animation Principles Acting & Movement for Animators
• WGD260	Media Portfolio	• FS 297 OR GADA 409 OR GWDA 209	Portfolio I Portfolio I Portfolio I
Track			
Graphic and Multimedia Design			
• GMD411	3D Model Design and Construction with Lab	• MAAA 232 & MAAA 302 OR MAAA 213 & MAAA 232	3D Animation 3D Character Animation 3D Modeling 3D Animation
• GMD451	Animation with Lab	• MAAA 312 & MAAA 403	Animation Studio Production Team

Communications Bachelor's Degree Program			
DeVry University Courses		The Art Institute Courses – Hollywood and San Diego	
Communication Skills		Up to 6 semester-credit hours of coursework in an applicable communication skills discipline can be applied as communication skills credit toward this program.	
• SPCH275	Public Speaking	• HU 111	Effective Speaking
Humanities		Up to 9 semester-credit hours of coursework in any applicable humanities discipline can be applied as humanities credit toward this program	
Social Sciences		Up to 15 semester-credit hours of coursework in any applicable social science discipline can be applied as social science credit toward this program.	
Mathematics and Natural Sciences		Up to 9 semester-credit hours of coursework in any applicable natural sciences discipline can be applied as natural science credit toward this program.	
Business			
• BUSN319	Marketing	• ADVA 201	Fundamentals of Marketing
Business Communications Concentration			
• TC420	Marketing and Corporate Communications	• PRWA 104 &	Marketing Communications
		• PRWA 202	The Language of Business