



A. SENDING AND RECEIVING INSTITUTIONS

Sending College: Kingsborough Community College of the City University of New York

Department: ART

Program: GRAPHIC DESIGN & ILLUSTRATION

Degree: Associate in Applied Science (A.A.S.)

Receiving College: New York City College of Technology of the City University of New York

Department: Department of Communication Design

Program: Communication Design

Degree: Bachelor of Technology (B.Tech)

B. ADMISSION REQUIREMENTS FOR SENIOR COLLEGE PROGRAM

Admission

- The A.A.S. degree and a minimum GPA of 2.00
- Grade of C or better in a credit-bearing mathematics course worth three or more credits*
- Grade of C or better in freshman composition, its equivalent, or a higher-level English course*

Students who wish to transfer but do not meet all of the above requirements or are unable to enroll within two years after graduation will receive admission consideration under our standard transfer credit policies.

Total transfer credits granted toward the baccalaureate degree: 60

Total additional credits required at the senior college to complete baccalaureate degree: 60

Total credits required for the B.Tech in Communication Design: 120

C. Kingsborough Community College - TRANSFER CREDITS AWARDED

CUNY Pathways General Education Requirements		
Required Common Core		Credits
ENG 1200	3	12
ENG 2400	3	
Mathematical & Quantitative Reasoning	3	
Life and Physical Sciences	3	
Flexible Common Core		Credits
9 credits from 3 different areas		9
A. World Cultures & Global Issues (WCGI) B. U.S. Experience In Its Diversity (USED) C. Creative Expression (CE) D. Individual & Society (IS) E. Scientific World (SW)		
Additional Art History: Art Survey I (ART 03300) or Art Survey II (ART 03400) or Modern Art I (ART 03500) or Modern Art II (ART 03600)		3
This Art History class may satisfy one of the classes of the Flexible Core		
Critical Issues in Personal Health (HE 1400)		1
Electives (2-5 credits sufficient to meet required total of 60 credits) * These could be design or liberal arts credits		2-5
Subtotal		27-30

Courses in the Discipline Course & Title	Credit	
Design I (ART 05500)	3	
Drawing I (ART 05700)	3	
Illustration (ART 06800)	3	
Digital Publication Design (ART7300)	3	
Experimental Typography (ART 07400)	3	
Digital Illustration (ART 04300)	3	
Photoshop as a Design Tool (ART 04600)	3	
Intro to Graphic Design and Advertising (ART 07500)	3	
Subtotal		24

STUDENT MUST CHOOSE AN OPTION: Graphic Design or Animation Design

Graphic Design Course & Title	Animation Course & Title	Credit
Illustration Style (ART 06900)	The Art of Animation (ART 09600)	3
Designing with Type (ART14000)	The Art of 3D Animation (ART 04800)	3
	The Art of Stopmotion (ART 04000)	2
Subtotal		9
Total		33

D. SENIOR COLLEGE UPPER DIVISION COURSES REMAINING FOR BACCALAUREATE DEGREE

GENERAL EDUCATION AND OTHER REQUIRED COURSES

Pathways General Education

Flexible Core

In order to earn the B.Tech degree, students must select liberal arts courses which satisfy the CUNY common core (12 credits) and flexible common core requirements (18 credits – one course from each of the flexible core areas and two courses in one flexible core area) and the college option. City Tech flexible core requirements thus depend on what was transferred from KBCU.

College Option Requirement

- One Speech class
- One interdisciplinary Liberal Arts and Sciences course (3 Credits)=

SBS 2000 Research Methods for the Social and Behavioral Sciences

Additional liberal arts credits to reach a minimum total of 42 credits in general education.

(At least one course must be an **advanced liberal arts course**)

Writing Intensive Requirement

Students at New York City College of Technology must complete two courses designated Writing intensive (WI) for the associate level, one from General Education and one from the major, and two additional courses designated WI for the baccalaureate level, one from General Education and one from the major.

Subtotal 15

PROGRAM SPECIFIC COURSEWORK

COMD2450 Web Design

Must be taken at CityTech if student did not take a web class at KBCC

Select two course from the following:

- COMD 1292 3D Design
- COMD 2313 Illustration I: Basic Principles
- COMD 2320 Intro to Film & Video Production (*Required for Broadcast Division)
- COMD 2340 Digital Imaging Production
- CDMG 2316 Digital Imaging Production
- COMD 2412 Packaging Design
- COMD 3413 Illustration II: Character Design

Credits

6-8

PROGRAM SPECIFIC COURSEWORK

COMD 4701 The Design Team (3 Credits)

COMD 4801 The Portfolio (3 Credits)

Credits

Subtotal 12

Upper Btech electives selected with the assistance of an advisor (to reach 120 credits)

Credits

3-9

BACCALAUREATE LEVEL COURSES

Select One Module

Web Design

COMD 3551 Web Design II: Advanced XHTML & CSS (3 Credits)

COMD 3562 UX and UI Design (3 Credits)

COMD 3563 Web Traffic and Analytics (3 Credits)

COMD 3652 Web Design III: Design Studio (3 Credits)

COMD 3662 Interactive Animation (3 Credits)

18

Graphic Design

COMD 3501 Corporate Identity Design (3 Credits)

COMD 3503 Topics in Graphic Design (3 Credits)

COMD 3527 Advanced Typography (3 Credits)

COMD 3601 Information Design I (3 Credits)

COMD 4611 Publication Design (3 Credits)

CDMG 3532 Print Production for Designers (3 Credits)

18

Advertising Design

COMD 3500 Campaign Development I (3 Credits)

COMD 3523 Storyboard Concepts (3 Credits)

COMD 3600 Campaign Development II (3 Credits)

COMD 3610 Interactive Art Direction for Advertising (3 Credits)

COMD 3662 Interactive Animation (3 Credits)

18

CDMG 3532 Print Production for Designers (3 Credits)

COMD 3521 Motion Graphics I (3 Credits)

COMD 3523 Storyboard Concepts (3 Credits)

COMD 3620 Broadcast Design I (3 Credits)

COMD 3621 Motion Graphics II (3 Credits)

COMD 3622 Broadcast Design II (3 Credits)

COMD 3623 Broadcast Design III (3 Credits)

ENT 3390 Sound for Multimedia (3 Credits)

18

Animation/Illustration/Game Design Graphics

Option A

COMD 3508 Introduction to Game Design Concepts (3 Credits)

COMD 3523 Storyboard Concepts (3 Credits)

COMD 3540 2-Dimensional Animation I (3 Credits)

COMD 3640 3-Dimensional Animation and Modeling I (3 Credits)

COMD 3641 2-Dimensional Animation II (3 Credits)

COMD 3740 3-Dimensional Animation and Modeling II (3 Credits)

COMD 3808 3-Dimensional Game Graphics (3 Credits)

COMD 4640 3-Dimensional Animation and Modeling III (3 Credits)

24

Option B

COMD 3413 Illustration II: Character Design (3 Credits)

COMD 3508 Introduction to Game Design Concepts (3 Credits)

COMD 3523 Storyboard Concepts (3 Credits)

COMD 3540 2-Dimensional Animation I (3 Credits)

COMD 3640 3-Dimensional Animation and Modeling I (3 Credits)

21

COMD 3640 3-Dimensional Animation and Modeling I (3 Credits)

Subtotal

18 to 24

F. Articulation Agreement Follow-Up Procedures

Procedures for reviewing, up-dating, modifying or terminating agreement:

accordingly by faculty from each institution's respective departments or programs selected by their Chairpersons and program directors.

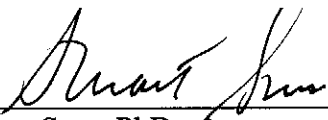
2. Procedures for evaluating agreement, e.g., tracking the number of students who transfer under the articulation agreement and their success:

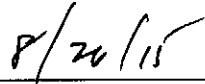
Each year New York City College of Technology (City Tech) will provide Kingsborough Community College (KCC) with the number of KCC students who applied to the program, the number of KCC students who were accepted into the program, the number of KCC students who enrolled, the appropriate GPA of these enrolled students at City Tech,

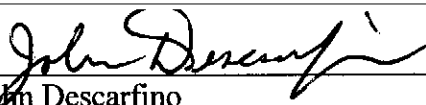
catalogs, transfer advisers, Websites, etc.:

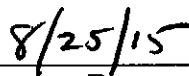
This articulation agreement will be publicized on the Kingsborough Community College's and New York City College of Technology websites.

Effective Date: Fall 2015

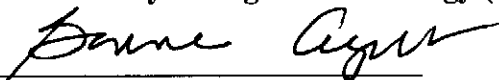

Stuart Suss, PhD
Vice President for Academic Affairs and Provost

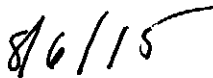

Date



John Descarfino
Chairperson of the Department of Art


Date

New York City College of Technology (NYCCT)


Bonne August, PhD
Provost and Vice President for Academic Affairs


Date


Mary Ann Biehl
Chairperson - Communication Design

August 4, 2015

Date