Bachelor of Arts in Creative Media, Communications and New Media Technologies

The goal of academic advising is to further enhance the educational mission of the university, and create quality, accessible advising partnerships with all students in a positive environment that supports student success. This advising sheet is for tracking purposes toward degree completion and is subject to change. Students also may track their academic progress via STAR Degree Check through www.star.hawaii.edu. Academic Advising appointments may be scheduled by calling 808-689-2689 or toll-free from neighbor islands at 866-299-8656.

Graduation Requirements (see the 2019-2020 catalog for any additional graduation requirements):

□ 45 Upper Division Credits Minimum □ 3 Upper Division Writing Intensive Courses □ 2.0 UHWO GPA □ 120 Total Credits Minimum □ Focus Requirements (OC, HAP, ETH) □ 2.0 CONCENTRATION GPA □ 30 UHWO Credits

Students who are a part of the UH System multi-campus ACM articulated pathway are eligible for this program. Students and graduates from other creative media or communications programs can be considered for admission through a portfolio and transcript review. Please contact Sharla Hanaoka, email sharaoka@hawaii.edu.

Note: Some courses may be applied more than once to fulfill General Education, Core, or Concentration Requirements. Double counted courses do not reduce the number of credits required for the concentration. Students are still responsible for meeting the minimum number of credits in the concentration and the overall total credits for graduation

General Education Requirements: 31 credits

Credits	Course Alpha / Number / Title
3	Foundations Written Communications (FW) ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) OR Foundations of Quantitative Reasoning (FQ) MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): 6 credits from two <u>different</u> groups (A, B, C): *Group A: Primarily before 1500 CE (e.g.; HIST 151 or ANTH 151) *Group B: Primarily after 1500 CE (e.g.; HIST 152 or ANTH 152) *Group C: Pre-history to present
6	Diversification Arts, Humanities & Literature (DA, DH, DL): Recommend ART 112 (DA) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): 3 credits from the biological sciences (DB):
3	3 credits from the physical sciences (DP):
1	1 credit of laboratory (DY):

Writing Skills Requirement: 3 credits

Select one course from the following:

ENG 200 Composition II

ENG 209 Business Writing

Credits	Course Alpha / Number / Title
3	

Lower Division Math Requirement: 0-3 credits

Cre	dits	Course Alpha / Number / Title
0-	-3	MATH 100, 103, 103M/L, 115, 135 or higher (Will satisfy general ed FQ above)

BAS Creative Media 2019-20 Page 1 of 4

Creative Media Foundational Requirement: 15-18 credits

Students who have earned an AS from a UH Media Design program may have adequate background to waive these requirements. Please consult with Sharla Hanaoka.

Credits Course Alpha / Number / Title	
0-3	ART 112 Introduction to Digital Art (Will satisfy general ed DA above)
3	CM 120 Introduction to Digital Video

Choose 12 credits from list below:

CM 143 Introduction to Game Art

CM 150 Film Analysis and Storytelling ART 101 Introduction to Visual Arts CM 151 Pre-Production: Digital Video ART 107D Introduction to Digital Photography CM 152 Principles of Video Editing ART 113D Introduction to Digital Drawing CM 153 Sound Design for Digital Media ART 126 3D Computer Graphics CM 155 Introduction to Screenwriting ART 221 Design for Print and Web CM 160 The Mobile World ART 229 Interface Design I CM 161 Intro to iOS Mobile App Development ART 231 Art Through Applied Geometry CM 251 Animation and Special Effects ART 240 Typography and Color Design ICS 101 Digital Tools for the Information World CM 140 History of Video Games ICS 111 Introduction to Computer Science CM 142 Introduction to Video Game Design

Credits	Course Alpha / Number / Title
3	
3	
3	
3	

Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media
3	CM 314 Music, Sound & Media
3	CM 320 Topics in Creative Producing
3	CM 401 Creative Professionals
3	ENG 313 Introduction to Creative Writing (WI)
3	HIST 363: 20th Century Popular, Mass & Counter-Culture
3	SD 360: Dynamics of Effective Leadership (WI)

Communications & New Media Technologies Concentration Requirement: 12 credits Complete 12 credits from the following:

CM 317 Motion Graphics

CM 351 Innovative Advertising

CM 352 Transmedia and Emerging Media

CM 353 Making a Short Film

CM 358 Web Series Production

CM 359 Branded Entertainment: Online Video Campaign

CM 390 Creative Media Internship CM 400(a) Creative Media Master Class CM 402 Moving Image Archives for Film

CM 403 Special Topics

CM 430 Mastering Social Media

Credits	Course Alpha / Number / Title
3	
3	

BAS Creative Media 2019-20 Page 2 of 4

Credits	Course Alpha / Number / Title
3	
3	

Communications & New Media Technologies Concentration Electives: 9 credits

Complete 9 credits from the following list.

*Courses may only be used once to fulfill the Communication & New Media Technologies Concentration OR Elective requirement

ART 311D Design in Public Spaces	ENG 317 Pidgin Creative Writing Workshop
ART 320 Web Design & Development	ENG 300C Introduction to Cultural Theory
BUSA 300 Principles of Marketing	ENG 360 Literature & Film
BUSA 304 Consumer Behavior	ENG 361 History of Film

BUSA 305 Advertising & Promotion Management ENG 367(a) Film Genres and Directors
CM 201 Forensic Photography ENG 368(a) Topics in Television Studies
CM 315 Interactive Applications ENG 385 Fairy Tales and Their Adaptations

CM 316 User Experience ENG 441 Gender & Sexuality in Literature & Film
*CM 317 Motion Graphics HIST 243 Asia Cool: Modern Asia & Pop Culture

CM 340 The Modern Game Industry

CM 341 Writing and Storytelling for Video Games

HIST 311 Chinese Culture

HIST 321 Japanese Culture

CM 342 Applied Game Design

HIST 325 Asian Economies, Business & Consumers

CM 343 Game Level Design

HIST 326 Japan Cool: Anime, Manga, and Film

CM 343 Game Level Design

CM 350 Creative Strategy

*CM 351 Innovative Advertising

HIST 326 Japan Cool: Anime, Manga, and HPST 304 Hawaiian-Pacific Traditions

HPST 461 Traditional Art of Hawaii

*CM 352 Transmedia and Emerging Media HPST 462 Traditional Art of the Pacific

*CM 353 Making a Short Film

HPST 477 Polynesian and Micronesian Mythology
*CM 358 Web Series Production

HPST 477 Polynesian and Micronesian Mythology

*CM 359 Branded Entertainment: Online Video
Campaign

HPST 478 Hawaiian Mythology II
HPST 479 Hawaiian Mythology I

CM 378 Visual Depictions of the Human Experience and Media Power ICS 129 Introduction to Databases ICS 184 Network Fundamentals

*CM 390 Creative Media Internship ICS 211 Introduction to Computer Science II

CM 391 Game Design Project

*CM 400(a) Creative Media Master Class

*MGT 301 Business Ethics

*CM 402 Moving Image Archives for Film

*CM 403 Special Topics

MGT 320 Fundamentals of Entrepreneurship & Small
Business Management

*CM 430 Mastering Social Media PHIL 439 Philosophy and Film

Credits	Course Alpha / Number / Title
3	
3	
3	

Capstone Requirement:6 (UD) credits

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (WI)

BAS Creative Media 2019-20 Page 3 of 4

Credits	Course Alpha / Number / Title
3	CM 490 Senior Project or CM 491 Senior Practicum

Electives Requirement: 17-26 credits

*Check with your College Success Advisor to confirm how many electives are needed.

Credits	Course Alpha / Number / Title
3	Possible Upper Division (300-400 level)
3	Possible Upper Division (300-400 level)
3	Possible Upper Division (300-400 level)
3	
3	
3	
3	
3	
2	

NOTES: Sharla Hanaoka (shanaoka@hawaii.edu) is the faculty contact for this degree.

BAS Creative Media 2019-20 Page 4 of 4