

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 2020-21 catalog for any additional graduation requirements):

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|--|---|--|
| <input type="checkbox"/> 45 Upper Division Credits Minimum | <input type="checkbox"/> 3 Upper Division Writing Intensive Courses | <input type="checkbox"/> 2.0 UHWO GPA |
| <input type="checkbox"/> 120 Total Credits Minimum | <input type="checkbox"/> Focus Requirements (OC, HAP, ETH) | <input type="checkbox"/> 2.0 CONCENTRATION GPA |
| <input type="checkbox"/> 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 shanaoka@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 different 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), HIST 363 (DH) 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

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

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 (May also satisfy general ed DA above)
3	CM 120 Introduction to Digital Video

Choose 12 credits from list below:

ART 101 Introduction to Visual Arts
 ART 107D Introduction to Digital Photography
 ART 113D Introduction to Digital Drawing
 ART 126 3D Computer Graphics I
 ART 221 Design for Print and Web
 ART 229 Interface Design I
 ART 231 Art Through Applied Geometry
 ART 240 Typography and Color Design
 CM 140 History of Video Games
 CM 142 Introduction to Video Game Design
 CM 143 Introduction to Game Art

CM 150 Film Analysis and Storytelling
 CM 151 Pre-Production: Digital Video
 CM 152 Principles of Video Editing
 CM 153 Sound Design for Digital Media
 CM 155 Introduction to Screenwriting
 CM 160 The Mobile World
 CM 161 Intro to iOS Mobile App Development
 CM 251 Animation and Special Effects
 ICS 101 Digital Tools for the Information World
 ICS 111 Introduction to Computer Science I

Credits	Course Alpha / Number / Title
3	
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Creative Media Core Requirement: 18-21 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
0-3	HIST 363: 20th Century Popular, Mass & Counter-Culture (May also satisfy general ed DH above)
3	SD 360: Dynamics of Effective Leadership

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 Media Entertainment

CM 390 Creative Media Internship
 CM 400(a) Creative Media Master Class
 CM 402 Archival Research for Media Makers
 CM 403 Special Topics
 CM 430 Mastering Social Media

Credits	Course Alpha / Number / Title
3	
3	

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 361 History of Film
ART 320 Web Design & Development	ENG 367(a) Film Genres and Directors
BUSA 300 Principles of Marketing	ENG 368(a) Topics in Television Studies
CM 201 Forensic Photography	ENG 385 Fairy Tales and Their Adaptations
CM 315 Interactive Applications	ENG 441 Gender & Sexuality in Literature & Film
CM 316 User Experience	HIST 243 Asia Cool: Modern Asia & Pop Culture
*CM 317 Motion Graphics	HIST 311 Chinese Culture
CM 340 The Modern Game Industry	HIST 321 Japanese Culture
CM 341 Writing and Storytelling for Video Games	HIST 325 Asian Economies, Business & Consumers
CM 342 Applied Game Design	HIST 326 Japan Cool: Anime, Manga, and Film
CM 343 Game Level Design	HPST 304 Hawaiian-Pacific Traditions
CM 350 Creative Strategy	HPST 461 Traditional Art of Hawaii
*CM 351 Innovative Advertising	HPST 462 Traditional Art of the Pacific
*CM 352 Transmedia and Emerging Media	HPST 477 Polynesian and Micronesian Mythology
*CM 353 Making a Short Film	HPST 478 Hawaiian Mythology II
*CM 358 Web Series Production	HPST 479 Hawaiian Mythology I
*CM 359 Branded Media Entertainment	ICS 129 Introduction to Databases
CM 378 Visual Depictions of the Human Experience and Media Power	ICS 184 Network Fundamentals
*CM 390 Creative Media Internship	ICS 211 Introduction to Computer Science II
CM 391 Game Design Project	ICS 240 Operating Systems
*CM 400(a) Creative Media Master Class	MGT 301 Business Ethics
*CM 402 Archival Research for Media Makers	MKT 311 Consumer Behavior
*CM 403 Special Topics	MGT 320 Fundamentals of Entrepreneurship & Small Business Management
*CM 430 Mastering Social Media	MKT 331 Advertising & Promotion Management
ENG 317 Pidgin Creative Writing Workshop	PHIL 439 Philosophy and Film
ENG 300C Introduction to Cultural Theory	
ENG 360 Literature & Film	

Credits	Course Alpha / Number / Title
3	
3	
3	

Capstone Requirement:6 (UD) credits

Credits	Course Alpha / Number / Title
3	CM 489 The Creative Process (WI)
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	<i>Possible Upper Division (300-400 level)</i>
3	<i>Possible Upper Division (300-400 level)</i>
3	<i>Possible Upper Division (300-400 level)</i>
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2	

NOTES: The faculty contact for this degree is Sharla Hanaoka, email: shanaoka@hawaii.edu, phone: (808) 689-2392.