

## Bachelor of Arts in Creative Media, General Creative Media

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](http://www.star.hawaii.edu). Academic Advising appointments may be scheduled by calling [808-689-2689](tel:808-689-2689) or toll-free from neighbor islands at [866-299-8656](tel:866-299-8656).

### Graduation Requirements (see the 2021-22 catalog for any additional graduation requirements):

- |  |   |  |
|--|---|--|
| <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](mailto: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) <b>OR</b> 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 <b>different</b> 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 (Will 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	
3	
3	
3	

**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

**General Creative Media Concentration Requirement: 12 credits****Complete 12 credits from the following:**

ART 320 Web Design & Development  
 CM 315 Interactive Applications  
 CM 316 User Experience  
 CM 317 Motion Graphics  
 CM 340 The Modern Game Industry  
 CM 341 Writing and Storytelling for Video Games  
 CM 342 Game Design & Development I  
 CM 343 Game Level Design  
 CM 350 Creative Strategy  
 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 378 Visual Depictions of the Human Experience and Media Power  
 CM 390 Creative Media Internship  
 CM 391 Game Design Project  
 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	
3	
3	

**General Creative Media Concentration Electives: 9 credits**

**Complete 9 credits from the following list.**

***\*Courses may only be used once to fulfill the General Creative Media OR Concentration Elective requirement***

- |  |   |
|--|---|
| ART 311D Design in Public Spaces                                     | ENG 360 Literature & Film   |
| *ART 320 Web Design & Development                                    | ENG 361 History of Film   |
| BUSA 300 Principles of Marketing                                     | 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                                     | HIST 311 Chinese Culture  |
| *CM 341 Writing and Storytelling for Video Games                     | HIST 321 Japanese Culture   |
| *CM 342 Game Design & Development I                                  | HIST 325 Asian Economies, Business & Consumers                          |
| *CM 343 Game Level Design  | HIST 326 Japan Cool: Anime, Manga, and Film                             |
| *CM 350 Creative Strategy  | HPST 304 Hawaiian-Pacific Traditions                                    |
| *CM 351 Innovative Advertising                                       | 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 478 Hawaiian Mythology II  |
| *CM 359 Branded Media Entertainment                                  | HPST 479 Hawaiian Mythology I   |
| *CM 378 Visual Depictions of the Human Experience<br>and Media Power | ICS 129 Introduction to Databases                                       |
| *CM 390 Creative Media Internship                                    | ICS 184 Network Fundamentals  |
| *CM 391 Game Design Project  | ICS 211 Introduction to Computer Science II                             |
| *CM 400(a) Creative Media Master Class                               | ICS 240 Operating Systems   |
| *CM 402 Archival Research for Media Makers                           | MGT 301 Business Ethics   |
| *CM 403 Special Topics   | MGT 320 Fundamentals of Entrepreneurship & Small<br>Business Management |
| *CM 430 Mastering Social Media                                       | MKT 311 Consumer Behavior   |
| CM 442 Game Design & Development II                                  | MKT 331 Advertising & Promotion Management                              |
| ENG 317 Pidgin Creative Writing Workshop                             | PHIL 439 Philosophy and Film  |
| ENG 300C Introduction to Cultural Theory                             |   |

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>
3	
3	
3	
3	
3	
2	

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