# 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. 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 2025-26 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 <a href="mailto:shanaoka@hawaii.edu">shanaoka@hawaii.edu</a>.

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 (22 credits \*see note above)

Credits	Course Alpha / Number / Title
3	Foundations Written Communications (FW) ENG 100 Composition I
*0	Foundations of Quantitative Reasoning (FQ) PHIL 111, MATH 100, 103, 103M/L, 115, 135 or higher-level MATH
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
0*	Diversification Arts, Humanities & Literature (DA, DH, DL): <b>ART 112 (DA), HIST 363 (DH)</b> 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): Recommend CM 108
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: 3 credits**

C	Credits	Course Alpha / Number / Title
	3	PHIL 111, MATH 100, 103, 103M/L, 115, 135 or higher-level MATH (Will satisfy general ed FQ above)

## **Creative Media Foundational Requirement: 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
Ī	3	ART 112 Introduction to Digital Art (Will satisfy general ed DA above)
Ī	3	CM 120 Introduction to Digital Video

## **Choose 12 credits from the list below:**

ART 101 Introduction to Visual Arts	CM 150 Film Analysis and Storytelling
ART 107D Introduction to Digital Photography	CM 151 Pre-Production: Digital Video
ART 113D Introduction to Digital Drawing	CM 152 Principles of Video Editing
ART 126 3D Computer Graphics I	CM 153 Sound Design for Digital Media
ART 221 Design for Print and Web	CM 155 Introduction to Screenwriting
ART 229 Interface Design I	CM 160 The Mobile World
ART 231 Art Through Applied Geometry	CM 162 Introduction to Programming for Designers
ART 240 Typography and Color Design	CM 251 Animation and Special Effects
CM 101 Introduction to Visual Communication	CM 262 Intro to iOS Mobile App Development
CM 130 Introduction to Social Media	ICS 101 Digital Tools for the Information World
CM 140 History of Video Games	ICS 111 Introduction to Computer Science I
CM 142 Introduction to Video Game Design	MUS 289 Intro to Music Writing for Media
CM 143 Introduction to Game Art	

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
3	HIST 363: 20th Century Popular, Mass & Counter-Culture (Will 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 351 Innovative Advertising
CM 315 Interactive Applications	CM 352 Transmedia and Emerging Media
CM 316 User Experience	CM 353 Making a Short Film
CM 317 Motion Graphics	CM 358 Web Series Production
CM 340 The Modern Game Industry	CM 359 Branded Media Entertainment
CM 341 Writing and Storytelling for Video Games	CM 378 Visual Depictions of the Human Experience and
CM 342 Game Design & Development I	Media Power
CM 343 Game Level Design	CM 390 Creative Media Internship
CM 350 Creative Strategy	CM 391 Game Design Project

CM 407 Stop Motion

CM 430 Mastering Social Media

CM 402 Archival Research for Media Makers

CM 403 Special Topics

CM 406 Advanced Screenwriting

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 reauirement

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 CM 201 Forensic Photography ENG 361 History of Film CM 301 Esports Primer ENG 367(a) Film Genres and Directors CM 308 Generative Art and Science 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 HIST 243 Asia Cool: Modern Asia & Pop Culture \*CM 317 Motion Graphics CM 321 Representations of Film & TV Production HIST 311 Chinese Culture CM 322 Web Doc Research and Development HIST 321 Japanese Culture \*CM 340 The Modern Game Industry HIST 325 Asian Economies, Business & Consumers \*CM 341 Writing and Storytelling for Video Games HIST 326 Japan Cool: Anime, Manga, and Film \*CM 342 Game Design & Development I HPST 304 Hawaiian-Pacific Traditions \*CM 343 Game Level Design HPST 461 Traditional Art of Hawaii \*CM 350 Creative Strategy HPST 462 Traditional Art of the Pacific \*CM 351 Innovative Advertising HPST 477 Polynesian and Micronesian Mythology \*CM 352 Transmedia and Emerging Media HPST 478 Hawaiian Mythology II HPST 479 Hawaiian Mythology I \*CM 353 Making a Short Film \*CM 358 Web Series Production ICS 129 Introduction to Databases \*CM 359 Branded Media Entertainment ICS 184 Network Fundamentals \*CM 378 Visual Depictions of the Human Experience ICS 211 Introduction to Computer Science II and Media Power ICS 240 Operating Systems \*CM 390 Creative Media Internship MGT 301 Business Ethics \*CM 391 Game Design Project MGT 320 Fundamentals of Entrepreneurship & Small \*CM 402 Archival Research for Media Makers **Business Management** \*CM 403 Special Topics MKT 311 Consumer Behavior CM 405 Documentary Arts MKT 331 Advertising & Promotion Management \*CM 406 Advanced Screenwriting MUS 240 Intro to Music Technology \*CM 407 Stop Motion MUS 289 Introduction to Music Writing CM 415 Visual Design for Mobile Applications MUS 343 Audio Production: Intro to Mixing

Credits	Course Alpha / Number / Title
3	
3	
3	

MUS 389 Intermediate Music Writing for Media

PHIL 439 Philosophy and Film

## Capstone Requirement: 6 credits

Credits	Course Alpha / Number / Title
3	CM 489 The Creative Process (WI)

\*CM 430 Mastering Social Media

CM 442 Game Design & Development II

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

## **Electives Requirement: 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: The faculty contact for this degree is Sharla Hanaoka, email: <a href="mailto:shanaoka@hawaii.edu">shanaoka@hawaii.edu</a>, phone: (808) 689-2392.