

# Bachelor of Arts in Creative Media, Video Game Design & Development

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 2023-24 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 (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) <b>PHIL 111, MATH 100, 103, 103M/L, 115, 135 or higher - level MATH</b>
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
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

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
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 101 Introduction to Visual Communication

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	
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**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

**Video Game Design & Development Concentration Requirement: 12 credits****Complete 12 credits from the following:**

CM 301 Esports Primer

CM 340 The Modern Game Industry

CM 341 Writing and Storytelling for Video Games

CM 342 Game Design &amp; Development I

CM 343 Game Level Design

CM 352 Transmedia and Emerging Media

CM 358 Web Series Production

CM 359 Branded Media Entertainment

CM 390 Creative Media Internship

CM 391 Game Design Project

CM 402 Archival Research for Media Makers

CM 403 Special Topics

CM 407 Stop Motion

CM 415 Visual Design for Mobile Apps

CM 442 Game Design &amp; Development II

Credits	Course Alpha / Number / Title
3	

Credits	Course Alpha / Number / Title
3	
3	
3	

### Video Game Design & Development Concentration Electives: 9 credits

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

#### ***\*Courses may only be used once to fulfill the Video Game Design & Development Concentration OR Concentration Elective requirement***

ART 311D Design in Public Spaces	ENG 300C Introduction to Cultural Theory
ART 320 Web Design & Development	ENG 360 Literature & Film
BUSA 300 Principles of Marketing	ENG 361 History of Film
CM 201 Forensic Photography	ENG 367(a) Film Genres and Directors
*CM 301 Esports Primer	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 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
CM 353 Making a Short Film	HPST 479 Hawaiian Mythology I
*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 and Media Power	ICS 211 Introduction to Computer Science II
*CM 390 Creative Media Internship	ICS 240 Operating Systems
*CM 391 Game Design Project	MGT 301 Business Ethics
CM 402 Archival Research for Media Makers	MGT 320 Fundamentals of Entrepreneurship & Small 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 Apps	MUS 389 Intermediate Music Writing for Media
CM 430 Mastering Social Media	MUS 343 Audio Production: Intro to Mixing
*CM 442 Game Design & Development II	PHIL 439 Philosophy and Film
ENG 317 Pidgin Creative Writing Workshop	

Credits	Course Alpha / Number / Title
3	
3	
3	

### Capstone Requirement: 6 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: 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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**NOTES:** The faculty contact for this degree is Sharla Hanaoka, email: [shanaoka@hawaii.edu](mailto:shanaoka@hawaii.edu), phone: (808) 689-2392.