

# Bachelor of Applied Science, 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 MyUH at [myuh.hawaii.edu](http://myuh.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 2018-2019 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).**

## **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): 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
- ENG 210 Writing Term Papers
- ENG 215 Research/Argumentative Writing

Credits	Course Alpha / Number / Title
3	

## **Applied Science Core Requirements: 12 credits**

Credits	Course Alpha / Number / Title
3	ICS 101 Intro to Digital Tools for the Information World <b>OR</b> PUBA 335 Technology for Public Administration
3	SSCI 301 Methods & Techniques in Social Science Research

### **Select one course from the following: (Check Prerequisites)**

- SSCI 210 Statistical Analysis I
- PUBA 341 Statistics for Decision-Making in Public Administration
- BUSA 320 Statistics for Decision-Making

Credits	Course Alpha / Number / Title
3	

**Select one course from the following:**

PUBA/BUSA/PHIL 481 Ethics and Administration  
 PUBA 477 Ethics and Health Care Administration  
 MGT 301 Business Ethics  
 SCFS 485 Cross-Cultural Environmental Ethics  
 Any Upper Division (300-400 level) course designated as an ETH

Credits	Course Alpha / Number / Title
3	

**Foundational Course Work: 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.**

**Choose 18 credits from list below:**

ART 107D Introduction to Digital Photography * <sub>1,2,3</sub>	CM 152 Principles of Video Editing
ART 112 Introduction to Digital Art *	CM 153 Sound Design for Digital Media
ART 113D Introduction to Digital Drawing *	CM 155 Introduction to Screenwriting
ART 126 3D Computer Graphics	CM 160 The Mobile Word
ART 221 Design for Print and Web	CM 161 Intro to iOS Mobile App Development
ART 229 Interface Design I <sub>1</sub>	CM 251 Animation and Special Effects
ART 240 Typography and Color Design <sub>1</sub>	ICS 101 Digital Tools for the Information World
CM 120 Introduction to Digital Video <sub>3</sub>	ICS 111 Introduction to Computer Science <sub>1</sub>
CM 140 History of Video Games <sub>2</sub>	<sub>1</sub> Recommended for students pursuing Interface Design
CM 142 Introduction to Video Game Design <sub>2</sub>	<sub>2</sub> Recommended for students pursuing Game Design
CM 143 Introduction to Game Art	<sub>3</sub> Recommended for students pursuing Transmedia
CM 150 Film Analysis and Storytelling <sub>3</sub>	*One of these courses will also meet the General Education
CM 151 Pre-Production: Digital Video	Diversification Arts Requirement

Credits	Course Alpha / Number / Title
3	
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**Concentration Core Requirements: 18 credits**

Credits	Course Alpha / Number / Title
3	ART 311D Design in Public Spaces or ART 320 Web Design & Development
3	CM 314 Music, Sound & Media
3	CM 320 (alpha) Topics in Creative Producing
3	CM 390 Creative Media Internship
3	CM 400 (alpha) Creative Media Master Class
3	CM 401 Creative Professionals

\*Transmedia Students must take CM 320D and CM 400D.

**Creative Media Area Electives: 18 credits**

**Students choose one area of interest: Game Design, Interface Design, Transmedia or General Creative Media.**

**Game Design:**

CM 140 History of Video Games	CM 342 Applied Game Design
CM 142 Introduction into Video Game Design	CM 343 Game Level Design
CM 143 Introduction to Game Art	CM 385 Game Design and Development
CM 340 The Modern Game Industry	CM 391 Games Design Project
CM 341 Writing & Storytelling for Video Games (pre: CM 140 and CM 142)	CM 403 Special Topics

**Interface Design:**

- ART 221 Design for Print & Web
- ART 229 Interface Design
- ART 240 Typography and Color in Design
- ART 311D Design in Public Spaces
- ART 320 Web Design and Development
- CM 160 The Mobile World
- CM 161 Intro to iOS Mobile App Development

- CM 315 Interactive Applications
- CM 316 User Experience
- CM 317 Motion Graphics
- CM 350 Creative Strategy **OR** CM 351 Innovative Advertising
- CM 403 Special Topics
- ICS 111 Introduction to Computer Science

**Transmedia:**

- CM 150 Film Analysis and Storytelling
- CM 155 Introduction into Screenwriting
- CM 320 (alpha) Topics in Creative Producing
- 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 400 (alpha) Creative Media Master Class
- CM 402 Moving Image Archives for Film
- CM 403 Special Topics
- Any other ART or CM 300-400 Level not used to meet a requirement

**General Creative Media:**

Students take 18 credits in Art (ART) or Creative Media (CM), with at least 300-400 level courses from Game Design, Interface and Transmedia.

Credits	Course Alpha / Number / Title
3	
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3	

**Capstone Requirement: 3 (UD) credits**

Credits	Course Alpha / Number / Title
3	APSC 486A Senior Project or APSC 490A Senior Practicum

**Elective Requirements: 11-17 credits**

**Recommended Electives for:**

\*GAME DESIGN: Recommended electives to meet the 120 credit graduation requirement: HIST 326 Japan Cool: Anime, Manga, and Film; ICS 211 Introduction to Computer Science II; Any other ART or CM course not used to meet other requirements.

\*INTERFACE DESIGN: Recommended electives to meet the 120 credit graduation requirement: ART 231 Art through Applied Geometry; Any other ART or CM course not used to meet other requirements

\*See a Student Services Academic Advisor

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

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