



UNIVERSITY  
of HAWAII®  
WEST O'AHU



UNIVERSITY of HAWAII®  
**HONOLULU**  
COMMUNITY COLLEGE

## ADDENDUM

TO THE UNIVERSITY OF HAWAII MULTI-CAMPUS  
ARTICULATION AGREEMENT BETWEEN

Hawai'i, Honolulu, Kapi'olani, Kaua'i, Leeward, Windward  
Community Colleges, University of Hawai'i Maui College  
and  
University of Hawai'i-West O'ahu

In support of the UH System-wide  
Academy for Creative Media Collaboration  
Including "2+2" Transfer Options from Community College  
Associate Degree Programs  
to UH West O'ahu's

Bachelor of Arts in Creative Media with Concentrations in  
Communications and New Media Technologies, Design and Media,  
General Creative Media, or Video Game Design and Development

### **Recommended Academic Pathways identified by this Addendum:**

Honolulu Community College  
Associate in Science in Audio Engineering Technology  
Associate in Science in Music & Entertainment Business  
Associate in Science in Communication Arts  
to  
University of Hawai'i-West O'ahu  
Bachelor of Arts in Creative Media with a Concentration in  
Communications and New Media Technologies, Design and Media,  
General Creative Media, or Video Game Design and Development

### **Purpose of Addendum**

This addendum is intended to facilitate the University of Hawai'i Multi-Campus Articulation Agreement in support of the UH System-wide Academy for Creative Media Collaboration (signed December 2019) by providing detailed information about recommended academic

pathways into UH West O‘ahu’s Bachelor of Arts in Creative Media with Concentrations in Communications and New Media Technologies, Design and Media, General Creative Media, or Video Game Design and Development from the Associate in Science in MELE Audio Engineering Technology or Music Business and Production and the Associate in Science in Communication Arts at Honolulu Community College.

### **Attachment I: AS MELE-Audio Engineering Technology to BA-Creative Media**

Attachment I shows the full academic pathway between the AS in Audio Engineering Technology and the BA in Creative Media with Concentrations in Communications and New Media Technologies, Design and Media, General Creative Media, and Video Game Design and Development. The pathway includes the recommended course selections for the AS program, that will lead to the most efficient transfer into the BA program.

### **Attachment II: AS MELE-Music Business & Production to BA-Creative Media**

Attachment II shows the full academic pathway between the AS in Music Business & Production and the BA in Creative Media with Concentrations in Communications and New Media Technologies, Design and Media, General Creative Media, or Video Game Design and Development. The pathway includes the recommended course selections for the AS program, that will lead to the most efficient transfer into the BA program.

### **Attachment III: AS-Communication Arts to BA-Creative Media**

Attachment III shows the full academic pathway between the AS in Communication Arts and the BA in Creative Media with Concentrations in Communications and New Media Technologies, Design and Media, General Creative Media, or Video Game Design and Development. The pathway includes the recommended course selections for the AS program, that will lead to the most efficient transfer into the BA program.

### **Attachment IV: BA-Creative Media**

Attachment IV shows the University of Hawai‘i-West O‘ahu program requirements for the Bachelor of Arts in Creative Media with concentrations in Communications and New Media Technologies, Design and Media, General Creative Media, and Video Game Design and Development. The program sheets outline the remaining graduation requirements after the student has completed the recommended course selections for the AS degrees.

The recommended academic pathways identified by this addendum will be updated as necessary in order to stay in alignment with any curricular changes occurring for the AS or BA programs detailed in Attachment I, II, III and IV.

This document was signed by the University of Hawai'i West O'ahu and Honolulu Community College on December 18, 2019 and is effective beginning Spring 2020. This Agreement will be subject to review as needed and may be continued, revised or discontinued with the consent of both parties. Should both parties agree to terminate the Agreement, the University of Hawai'i-West O'ahu will honor the Agreement stipulations for identified students currently enrolled in this articulation option at the time of termination.

## Attachment I

**Honolulu Community College**  
Associate in Science in Audio Engineering Technology  
University of Hawai‘i-West O‘ahu Articulation Option Requirements  
Based on Catalog Year: 2019-2020

### Required AS Program Requirements

<b>Credits</b>	<b>Honolulu CC Requirement</b>	<b>Requirement/Course Title</b>	<b>UH West O‘ahu Requirement</b>
3	ENG 100	Composition I	FW
3	MATH 103	College Algebra	FW, LD Math Req
3	Choose One:	<ul style="list-style-type: none"><li>• HIST 151 World Civilization I</li><li>• HIST 152 World Civilization II</li></ul>	FGA, FGB or FGC
3	PHYS 100	Survey of Physics	DP
1	PHYS 100 L	Survey of Physics Lab	DY
3	HWST 107	Hawaii Center of Pacific	DH, HAP
3	SP 151	Personal & Public Speaking	DA, OC
3	JOUR 150	The Press & Society	DS
3	MELE 101	Survey Music Business	CM Foundational or Elective
3	MELE 102	Survey Recording Technology	CM Foundational or Elective
3	MELE 103	Modern Music & Theory	CM Foundational or Elective
3	MELE 104	Songwriting & Arranging	CM Foundational or Elective
4	MELE 211	Audio Engineering, I	CM Foundational or Elective
3	MELE 212	Digital Audio: Theory & Workstations	CM Foundational or Elective
3	MELE 213	Studio Production I	CM Foundational or Elective
3	MELE 214	Electronics for Audio Engineers	CM Foundational or Elective
3	MELE 215	Sound Reinforcement	CM Foundational or Elective
4	MELE 220	Audio Engineering II	CM Foundational or Elective
3	MELE 222	Advanced Digital Audio: Theory & Workstations	CM Foundational or Elective
4	MELE 275	Practicum	CM 256

**Note:** To receive General Education or Focus requirements at the University of Hawai‘i-West O‘ahu, the course needs to be designated at the time of completion from Honolulu Community College.

### 62 Total Credits

## Attachment II

**Honolulu Community College**  
Associate in Science in Music Business & Production  
University of Hawai‘i-West O‘ahu Articulation Option Requirements  
Based on Catalog Year: 2019-2020

### Required AS Program Requirements

<b>Credits</b>	<b>Honolulu CC Requirement</b>	<b>Requirement/Course Title</b>	<b>UH West O‘ahu Requirement</b>
3	ENG 100	Composition I	FW
3	MATH 100	Survey of Mathematics	FW, LD Math Req
3	Choose One:	<ul style="list-style-type: none"><li>HIST 151 World Civilization I</li><li>HIST 152 World Civilization II</li></ul>	FGA, FGB or FGC
3	Choose One:	<ul style="list-style-type: none"><li>ECON 130 Principles of Microeconomics</li><li>ECON 131 Principles of Macroeconomics</li></ul>	DS
3	ACC 201	Elementary Accounting I	Elective
3	BLAW 200	Legal Environment of Business	Elective
3	Choose One	Biological Science Lecture	DB
1	Choose One:	Biological Science Lab	DY
3	HWST 107	Hawaii Center of Pacific	DH, HAP
3	SP 151	Personal & Public Speaking	DA, OC
3	MELE 101	Survey Music Business	CM Foundational or Elective
3	MELE 102	Survey Recording Technology	CM Foundational or Elective
3	MELE 103	Modern Music & Theory	CM Foundational or Elective
3	MELE 104	Songwriting & Arranging	CM Foundational or Elective
3	MELE 201	History of Recording & Entertainment Industry	CM Foundational or Elective
3	MELE 202	Public Relations/Music & Entertainment Industry	CM Foundational or Elective
3	MELE 203	Intellectual Properties in the Music & Entertainment Industry	CM Foundational or Elective
3	MELE 204	Music Publishing in the Entertainment Industry	CM Foundational or Elective
3	MELE 205	Concert & Event Production	CM Foundational or Elective
3	MELE 206	Music Supervision	CM Foundational or Elective
4	MELE 275	Practicum	CM 256

**Note:** To receive General Education or Focus requirements at the University of Hawai‘i-West O‘ahu, the course needs to be designated at the time of completion from Honolulu Community College.

### 62 Total Credits

### Attachment III

**Honolulu Community College**  
Associate in Science in Communication Arts  
University of Hawai‘i-West O‘ahu Articulation Option Requirements  
Based on Catalog Year: 2019-2020

#### Required AS Program Requirements

<b>Credits</b>	<b>Honolulu CC Requirement</b>	<b>Requirement/Course Title</b>	<b>UH West O‘ahu Requirement</b>
3	ENG 100	Composition I	FW
3	Quantitative/Logical Reasoning	Complete MATH 100, 103, 115 or higher	FW, LD Math Req
3	Natural Sciences	Complete a Biological (DB) or Physical (DP) Science Course	DB or DP
3	CA 100	Survey of Graphic Styles	Elective
3	CA 101	Power of Advertising	CM Foundational or Elective
4	CA 121	Art & Media Preparation I	CM Foundational or Elective
4	CA 122	Copy Preparation	CM Foundational or Elective
4	CA 123	Color Theory & Issues	CM Foundational or Elective
4	CA 125	Beginning Graphic Design	CM Foundational or Elective
4	CA 131	Art & Media Preparation II	ART 112
4	CA 132	Page Composition	CM Foundational or Elective
4	CA 135	Typographic Design	CM Foundational or Elective
4	CA 142	Page & Web Layout	CM Foundational or Elective
4	CA 143	Prepress & Digital Printing	CM Foundational or Elective
4	CA 145	Graphic Design	CM Foundational or Elective
4	CA 152	Business Advertising	CM Foundational or Elective
4	CA 155	Portfolio Pres & Review	CM 256
1-4	Major Elective Choose One:	<ul style="list-style-type: none"><li>• CA 134 Digital Photography</li><li>• CA 146 Advertising Design</li><li>• CA 150 Special Projects</li><li>• CA 193v Cooperative Education</li></ul>	CM Foundational or Elective

**Note:** To receive General Education or Focus requirements at the University of Hawai‘i-West O‘ahu, the course needs to be designated at the time of completion from Honolulu Community College.

**64-67 Total Credits**

## Attachment IV

### UNIVERSITY OF HAWAI'I-WEST O'AHU

Bachelor of Arts in Creative Media with a Concentration in  
Communications and New Media Technologies, Design and Media,  
General Creative Media, or Video Game Design and Development  
University of Hawai'i-West O'ahu Articulation Option Requirements  
Based on Catalog Year: 2019-2020

#### General Education Requirements (31 credits)

Gen Ed / Focus	Credits	Requirement
FW	3	Written Communication: ENG 100 Composition I
FS/FQ	3	Symbolic Reasoning: MATH 100 or higher-level Math
FG	6	Global & Multi-cultural Perspectives: Complete 6 credits from two different groups (FGA, FGB or FGC)
DA, DH, DL	6	Diversification Arts, Humanities or Literature: Complete 6 credits from two different areas
DS	6	Diversification Social Sciences: Complete 6 credits from two different subject areas
DB, DP, DY	7	Diversification Natural Sciences: Complete 3 credits of Biological Science (DB), 3 credits of Physical Science (DP) and 1 credit of Lab (DY)

#### Writing Skills Requirement (3 credits)

ENG 200 Composition II or ENG 209 Business Writing

#### Lower Division Math Requirement (0-3 credits)

MATH 100 or higher-level Math

#### Creative Media Foundational Requirements (15-18 credits)

Credits	Course	Course Title
3	ART 112	Introduction to Digital Art
3	CM 120	Introduction to Digital Video
12	Choose 12 Credits:	ART 101 Introduction to Visual Arts ART 107D Introduction to Digital Photography ART 113D Introduction to Digital Drawing ART 126 3D Computer Graphics ART 221 Design for Print and Web

Credits	Course	Course Title
		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

**Creative Media Core Requirements (21 credits)**

Credits	Course	Course Title
3	CM 256	Creatives in Media
3	CM 314	Music, Sound and Media
3	CM 320	Topics in Creative Producing
3	CM 401	Creative Professionals
3	ENG 313	Introduction to Creative Writing
3	HIST 363	20 <sup>th</sup> Century Popular, Mass & Counter-Culture
3	SD 360	Dynamics of Effective Leadership

**Creative Media Concentration Requirements: Complete 12 credits from one concentration below (12 credits)**

- Communications and New Media Technologies
  - Design and Media
  - General Creative Media
  - Video Game Design and Development
- \*See list of approved courses in the UH West O‘ahu Catalog

**Creative Media Concentration Electives (9 credits)**

Complete 9 credits of Concentration Electives from approved List

*\*Courses may only be used once to fulfill the Concentration or Concentration Electives requirement*

**Capstone Requirement (6 credits)**

CM 489 Pre-Capstone Experience (WI)

CM 490 Senior Project or CM 491 Senior Practicum

**Elective Requirement**

May need additional 300-400 level coursework to meet the University of Hawai‘i-West O‘ahu upper division credit minimum of 45 credits. Please check with your College Success Advisor to determine if elective credits are needed.

**Focus Requirements**

**Requirement**

Oral Communication (OC)

Contemporary Ethical Issues (ETH)

Hawaiian, Asian and Pacific Issues (HAP)

\*May be met in combination with other requirements

**Writing Intensive Requirement**

Complete 3 upper division (300 or higher) level Writing Intensive (WI) courses. A minimum of two classes must come from coursework outside of the Capstone Course (CM 489) *Whenever possible, WI sections of required core or concentration courses are highly recommended.*

**Note:** A minimum of 120 total credits must be earned which includes a minimum of 45 credits of upper division credits. A minimum of 30 credits must be earned “in residence” through courses taken at the University of Hawai‘i-West O‘ahu

# Bachelor of Arts in Creative Media, Communications and New Media Technologies (Honolulu Community College AS MELE, Audio Engineering Technology)

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 or toll-free from neighbor islands at 866-299-8656.

## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 103 College Algebra</b> MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): /Honolulu CC (HIST 151 or 152, 3 credits) 6 credits from two <b><i>different</i></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): /Honolulu CC (SP 151, DA/OC and HWST 107 DH/HAP) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas /Honolulu CC JOUR 150
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): /Honolulu CC PHYS 100
1	1 credit of laboratory (DY) /Honolulu CC PHYS 100L

## 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) /Honolulu CC MATH 103

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art
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  
 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

### Honolulu CC Course Options

MELE 101 Survey of Music Business  
 MELE 102 Survey of Recording Tech  
 MELE 103 Modern Music & Theory  
 MELE 104 Songwriting & Arranging  
 MELE 211 Audio Engineering I  
 MELE 212 Digital Audio: Theory & Workstations  
 MELE 213 Studio Production I  
 MELE 214 Electronics for Audio Engineers  
 MELE 215 Sound Reinforcement  
 MELE 220 Audio Engineering II  
 MELE 222 Advanced Digital Audio: Theory & Workstations

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media /Honolulu CC MELE 275
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 (WI)
3	HIST 363: 20th Century Popular, Mass & Counter-Culture
3	SD 360: Dynamics of Effective Leadership (WI)

## 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 Entertainment: Online Video Campaign  
 CM 390 Creative Media Internship  
 CM 400(a) Creative Media Master Class

CM 402 Moving Image Archives for Film  
 CM 403 Special Topics

CM 430 Mastering Social Media

Credits	Course Alpha / Number / Title
3	
3	
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 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  |
| BUSA 304 Consumer Behavior                                       | ENG 361 History of Film  |
| BUSA 305 Advertising & Promotion Management                      | 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 Applied Game Design                                       | 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 Entertainment: Online Video Campaign             | HPST 479 Hawaiian Mythology I  |
| CM 378 Visual Depictions of the Human Experience 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 Moving Image Archives for Film                           | MGT 301 Business Ethics  |
| *CM 403 Special Topics   | MGT 320 Fundamentals of Entrepreneurship & Small Business Management |
| *CM 430 Mastering Social Media                                   | PHIL 439 Philosophy and Film   |

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)

**Capstone Requirement:6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (WI)
3	CM 490 Senior Project or CM 491 Senior Practicum

**Electives Requirement: 17-23 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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
2	<b>Honolulu CC</b>

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

# Bachelor of Arts in Creative Media, Design and Media (Honolulu Community College AS MELE, Audio Engineering Technology)

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**Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 103 College Algebra</b> MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): /Honolulu CC (HIST 151 or 152,3 credits) 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): /Honolulu CC (SP 151, DA/OC and HWST 107 <b>DH/HAP</b> ) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas /Honolulu CC JOUR 150
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): /Honolulu CC PHYS 100
1	1 credit of laboratory (DY) /Honolulu CC PHYS 100L

## 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) /Honolulu CC MATH 103

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art
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  
 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

### Honolulu CC Course Options

MELE 101 Survey of Music Business  
 MELE 102 Survey of Recording Tech  
 MELE 103 Modern Music & Theory  
 MELE 104 Songwriting & Arranging  
 MELE 211 Audio Engineering I  
 MELE 212 Digital Audio: Theory & Workstations  
 MELE 213 Studio Production I  
 MELE 214 Electronics for Audio Engineers  
 MELE 215 Sound Reinforcement  
 MELE 220 Audio Engineering II  
 MELE 222 Advanced Digital Audio: Theory & Workstations

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media /Honolulu CC MELE 275
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 (WI)
3	HIST 363 20th Century Popular, Mass & Counter-Culture
3	SD 360 Dynamics of Effective Leadership (WI)

## Design & 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 350 Creative Strategy  
 CM 351 Innovative Advertising  
 CM 352 Transmedia and Emerging Media

CM 358 Web Series Production  
 CM 378 Visual Depictions of the Human Experience  
 and Media Power  
 CM 390 Creative Media Internship  
 CM 400 (a) Creative Media Master Class  
 CM 403 Special Topics

Credits	Course Alpha / Number / Title
3	
3	
3	
3	

## Design & Media Concentration Electives: 9 credits

### Complete 9 credits from the following list.

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

ART 311D Design in Public Spaces  
 \*ART 320 Web Design & Development  
 BUSA 300 Principles of Marketing  
 BUSA 304 Consumer Behavior  
 BUSA 305 Advertising & Promotion Management  
 CM 201 Forensic Photography  
 \*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 Applied Game Design  
 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 Entertainment: Online Video  
 Campaign  
 \*CM 378 Visual Depictions of the Human Experience  
 and Media Power  
 CM 385 Game Design & Development  
 \*CM 390 Creative Media Internship

CM 391 Game Design Project  
 CM 400(a) Creative Media Master Class  
 CM 402 Moving Image Archives for Film  
 \*CM 403 Special Topics  
 CM 430 Mastering Social Media  
 ENG 317 Pidgin Creative Writing Workshop  
 ENG 300c Introduction to Cultural Theory  
 ENG 360 Literature & Film  
 ENG 361 History of Film  
 ENG 367(a) Film Genres and Directors  
 ENG 368(a) Topics in Television Studies  
 ENG 385 Fairy Tales and Their Adaptations  
 ENG 441 Gender & Sexuality in Literature & Film  
 HIST 243 Asia Cool: Modern Asia & Pop Culture  
 HIST 311 Chinese Culture  
 HIST 321 Japanese Culture  
 HIST 325 Asian Economies, Business & Consumers  
 HIST 326 Japan Cool: Anime, Manga, and Film  
 HPST 304 Hawaiian-Pacific Traditions  
 HPST 461 Traditional Art of Hawaii  
 HPST 462 Traditional Art of the Pacific  
 HPST 477 Polynesian and Micronesian Mythology  
 HPST 478 Hawaiian Mythology II  
 HPST 479 Hawaiian Mythology I

ICS 129 Introduction to Databases  
 ICS 184 Network Fundamentals  
 ICS 211 Introduction to Computer Science II  
 ICS 240 Operating Systems

MGT 301 Business Ethics  
 MGT 320 Fundamentals of Entrepreneurship & Small  
 Business Management  
 PHIL 439 Philosophy and Film

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

**Capstone Requirement: 6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (WI)
3	CM 490 Senior Project or CM 491 Senior Practicum

**Electives Requirement: 17-23 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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	Honolulu CC
3	Honolulu CC
3	Honolulu CC
3	Honolulu CC
2	Honolulu CC

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

# Bachelor of Arts in Creative Media, General Creative Media (Honolulu Community College AS MELE, Audio Engineering Technology)

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 or toll-free from neighbor islands at 866-299-8656.

## **Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 103 College Algebra</b> MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): /Honolulu CC (HIST 151 or 152, 3 credits) 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): /Honolulu CC (SP 151, DA/OC and HWST 107 <b>DH/HAP</b> ) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas /Honolulu CC JOUR 150
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): /Honolulu CC PHYS 100
1	1 credit of laboratory (DY) /Honolulu CC PHYS 100L

## **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) /Honolulu CC MATH 103

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art
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  
 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

### Honolulu CC Course Options

MELE 101 Survey of Music Business  
 MELE 102 Survey of Recording Tech  
 MELE 103 Modern Music & Theory  
 MELE 104 Songwriting & Arranging  
 MELE 211 Audio Engineering I  
 MELE 212 Digital Audio: Theory & Workstations  
 MELE 213 Studio Production I  
 MELE 214 Electronics for Audio Engineers  
 MELE 215 Sound Reinforcement  
 MELE 220 Audio Engineering II  
 MELE 222 Advanced Digital Audio: Theory & Workstations

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media / <b>Honolulu CC MELE 275</b>
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 (WI)
3	HIST 363 20th Century Popular, Mass & Counter-Culture
3	SD 360 Dynamics of Effective Leadership (WI)

## General Creative Media Concentration Requirement: 12 credits

### Complete 12 credits from the following:

ART 320 Web Design & Development	CM 358 Web Series Production
CM 315 Interactive Applications	CM 359 Branded Entertainment: Online Video Campaign
CM 316 User Experience	CM 378 Visual Depictions of the Human Experience and Media Power
CM 317 Motion Graphics	CM 390 Creative Media Internship
CM 340 The Modern Game Industry	CM 391 Game Design Project
CM 341 Writing and Storytelling for Video Games	CM 400(a) Creative Media Master Class
CM 342 Applied Game Design	CM 402 Archival Research for Media Makers
CM 343 Game Level Design	CM 403 Special Topics
CM 350 Creative Strategy	CM 430 Mastering Social Media
CM 351 Innovative Advertising	
CM 352 Transmedia and Emerging Media	
CM 353 Making a Short Film	

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	CM 385 Game Design & Development
*ART 320 Web Design & Development	*CM 390 Creative Media Internship
BUSA 300 Principles of Marketing	*CM 391 Game Design Project
BUSA 304 Consumer Behavior	*CM 400(a) Creative Media Master Class
BUSA 305 Advertising & Promotion Management	*CM 402 Archival Research for Media Makers
CM 201 Forensic Photography	*CM 403 Special Topics
*CM 315 Interactive Applications	*CM 430 Mastering Social Media
*CM 316 User Experience	ENG 317 Pidgin Creative Writing Workshop
*CM 317 Motion Graphics	ENG 300C Introduction to Cultural Theory
*CM 340 The Modern Game Industry	ENG 360 Literature & Film
*CM 341 Writing and Storytelling for Video Games	ENG 361 History of Film
*CM 342 Applied Game Design	ENG 367(a) Film Genres and Directors
*CM 343 Game Level Design	ENG 368(a) Topics in Television Studies
*CM 350 Creative Strategy	ENG 385 Fairy Tales and Their Adaptations
*CM 351 Innovative Advertising	ENG 441 Gender & Sexuality in Literature & Film
*CM 352 Transmedia and Emerging Media	HIST 243 Asia Cool: Modern Asia & Pop Culture
*CM 353 Making a Short Film	HIST 311 Chinese Culture
*CM 358 Web Series Production	HIST 321 Japanese Culture
*CM 359 Branded Entertainment: Online Video Campaign	HIST 325 Asian Economies, Business & Consumers
*CM 378 Visual Depictions of the Human Experience and Media Power	HIST 326 Japan Cool: Anime, Manga, and Film
	HPST 304 Hawaiian-Pacific Traditions
	HPST 461 Traditional Art of Hawaii



# Bachelor of Arts in Creative Media, Video Game Design & Development (Honolulu Community College AS MELE, Audio Engineering Technology)

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## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 103 College Algebra</b> MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): /Honolulu CC (HIST 151 or 152, 3 credits) 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): /Honolulu CC (SP 151, DA/OC and HWST 107 DH/HAP) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas /Honolulu CC JOUR 150
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): /Honolulu CC PHYS 100
1	1 credit of laboratory (DY) /Honolulu CC PHYS 100L

## 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) / Honolulu CC MATH 103

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art
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  
 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

### Honolulu CC Course Options

MELE 101 Survey of Music Business  
 MELE 102 Survey of Recording Tech  
 MELE 103 Modern Music & Theory  
 MELE 104 Songwriting & Arranging  
 MELE 211 Audio Engineering I  
 MELE 212 Digital Audio: Theory & Workstations  
 MELE 213 Studio Production I  
 MELE 214 Electronics for Audio Engineers  
 MELE 215 Sound Reinforcement  
 MELE 220 Audio Engineering II  
 MELE 222 Advanced Digital Audio: Theory & Workstations

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media / <b>Honolulu CC MELE 275</b>
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 (WI)
3	HIST 363: 20th Century Popular, Mass & Counter-Culture
3	SD 360: Dynamics of Effective Leadership (WI)

## Video Game Design & Development Concentration Requirement: 12 credits

### Complete 12 credits from the following:

CM 340 The Modern Game Industry  
 CM 341 Writing and Storytelling for Video Games  
 CM 342 Applied Game Design  
 CM 343 Game Level Design  
 CM 352 Transmedia and Emerging Media  
 CM 358 Web Series Production  
 CM 359 Branded Entertainment: Online Video Campaign

CM 385 Game Design & Development  
 CM 390 Creative Media Internship  
 CM 391 Game Design Project  
 CM 400(a) Creative Media Master Class  
 CM 402 Moving Image Archives for Film  
 CM 403 Special Topics

Credits	Course Alpha / Number / Title
3	
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  
 ART 320 Web Design & Development  
 BUSA 300 Principles of Marketing  
 BUSA 304 Consumer Behavior  
 BUSA 305 Advertising & Promotion Management  
 CM 201 Forensic Photography  
 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 Applied Game Design  
 \*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 Entertainment: Online Video Campaign  
 CM 378 Visual Depictions of the Human Experience and Media Power  
 \*CM 385 Game Design & Development  
 \*CM 390 Creative Media Internship  
 \*CM 391 Game Design Project

\*CM 400(a) Creative Media Master Class  
 \*CM 402 Moving Image Archives for Film  
 \*CM 403 Special Topics  
 CM 430 Mastering Social Media  
 ENG 317 Pidgin Creative Writing Workshop  
 ENG 300C Introduction to Cultural Theory  
 ENG 360 Literature & Film  
 ENG 361 History of Film  
 ENG 367(a) Film Genres and Directors  
 ENG 368(a) Topics in Television Studies  
 ENG 385 Fairy Tales and Their Adaptations  
 ENG 441 Gender & Sexuality in Literature & Film  
 HIST 243 Asia Cool: Modern Asia & Pop Culture  
 HIST 311 Chinese Culture  
 HIST 321 Japanese Culture  
 HIST 325 Asian Economies, Business & Consumers  
 HIST 326 Japan Cool: Anime, Manga, and Film  
 HPST 304 Hawaiian-Pacific Traditions  
 HPST 461 Traditional Art of Hawaii  
 HPST 462 Traditional Art of the Pacific  
 HPST 477 Polynesian and Micronesian Mythology  
 HPST 478 Hawaiian Mythology II  
 HPST 479 Hawaiian Mythology I  
 ICS 129 Introduction to Databases  
 ICS 184 Network Fundamentals

ICS 211 Introduction to Computer Science II  
 ICS 240 Operating Systems  
 MGT 301 Business Ethics

MGT 320 Fundamentals of Entrepreneurship & Small  
 Business Management  
 PHIL 439 Philosophy and Film

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

**Capstone Requirement: 6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (WI)
3	CM 490 Senior Project or CM 491 Senior Practicum

**Electives Requirement: 17-23 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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
2	<b>Honolulu CC</b>

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

# Bachelor of Arts in Creative Media, Communications and New Media Technologies (Honolulu Community College AS MELE, Music Business & Production)

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 or toll-free from neighbor islands at 866-299-8656.

## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 100 Survey of Mathematics</b> MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): /Honolulu CC (HIST 151 or 152, 3 credits) 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): /Honolulu CC (SP 151, DA/OC and HWST 107 DH/HAP) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas /Honolulu CC ECON 130 or 131
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): 3 credits from the biological sciences (DB): Honolulu CC DB
3	3 credits from the physical sciences (DP): /
1	1 credit of laboratory (DY) /Honolulu CC 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) /Honolulu CC MATH 100

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art
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  
 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

### Honolulu CC Course Options

MELE 101 Survey of Music Business  
 MELE 102 Survey of Recording Tech  
 MELE 103 Modern Music & Theory  
 MELE 104 Songwriting & Arranging  
 MELE 201 History of Recording & Ent Industry  
 MELE 202 Pub Relations/Music & Ent Industry  
 MELE 203 Intellectual Properties in the Music & Ent Industry  
 MELE 204 Music Publishing in the Ent Industry  
 MELE 205 Concert & Event Production  
 MELE 206 Music Supervision

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media / <b>Honolulu CC MELE 275</b>
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 (WI)
3	HIST 363: 20th Century Popular, Mass & Counter-Culture
3	SD 360: Dynamics of Effective Leadership (WI)

## 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 Entertainment: Online Video Campaign  
 CM 390 Creative Media Internship  
 CM 400(a) Creative Media Master Class  
 CM 402 Moving Image Archives for Film

CM 403 Special Topics

CM 430 Mastering Social Media

Credits	Course Alpha / Number / Title
3	
3	
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 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  |
| BUSA 304 Consumer Behavior                                       | ENG 361 History of Film  |
| BUSA 305 Advertising & Promotion Management                      | 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 Applied Game Design                                       | 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 Entertainment: Online Video Campaign             | HPST 479 Hawaiian Mythology I  |
| CM 378 Visual Depictions of the Human Experience 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 Moving Image Archives for Film                           | MGT 301 Business Ethics  |
| *CM 403 Special Topics   | MGT 320 Fundamentals of Entrepreneurship & Small Business Management |
| *CM 430 Mastering Social Media                                   | PHIL 439 Philosophy and Film   |

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

**Capstone Requirement:6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (WI)
3	CM 490 Senior Project or CM 491 Senior Practicum

**Electives Requirement: 17-23 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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
2	<b>Honolulu CC</b>

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

# Bachelor of Arts in Creative Media, Design and Media (Honolulu Community College AS MELE, Music Business & Production)

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 or toll-free from neighbor islands at 866-299-8656.

**Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 100 Survey of Mathematics</b> MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): /Honolulu CC (HIST 151 or 152,3 credits) 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): /Honolulu CC (SP 151, DA/OC and HWST 107 <b>DH/HAP</b> ) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas /Honolulu CC ECON 130 or 131
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): 3 credits from the biological sciences (DB): <b>Honolulu CC DB</b>
3	3 credits from the physical sciences (DP): /
1	1 credit of laboratory (DY) /Honolulu CC 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) /Honolulu CC MATH 103

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art
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  
 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

### Honolulu CC Course Options

MELE 101 Survey of Music Business  
 MELE 102 Survey of Recording Tech  
 MELE 103 Modern Music & Theory  
 MELE 104 Songwriting & Arranging  
 MELE 201 History of Recording & Ent Industry  
 MELE 202 Pub Relations/Music & Ent Industry  
 MELE 203 Intellectual Properties in the Music & Ent Industry  
 MELE 204 Music Publishing in the Ent Industry  
 MELE 205 Concert & Event Production  
 MELE 206 Music Supervision

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media /Honolulu CC MELE 275
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
3	SD 360 Dynamics of Effective Leadership

## Design & 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 350 Creative Strategy  
 CM 351 Innovative Advertising  
 CM 352 Transmedia and Emerging Media

CM 358 Web Series Production  
 CM 378 Visual Depictions of the Human Experience  
 and Media Power  
 CM 390 Creative Media Internship  
 CM 400 (a) Creative Media Master Class  
 CM 403 Special Topics

Credits	Course Alpha / Number / Title
3	
3	
3	
3	

## Design & Media Concentration Electives: 9 credits

### Complete 9 credits from the following list.

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

ART 311D Design in Public Spaces  
 \*ART 320 Web Design & Development  
 BUSA 300 Principles of Marketing  
 BUSA 304 Consumer Behavior  
 BUSA 305 Advertising & Promotion Management  
 CM 201 Forensic Photography  
 \*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 Applied Game Design  
 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 Entertainment: Online Video  
 Campaign  
 \*CM 378 Visual Depictions of the Human Experience  
 and Media Power  
 CM 385 Game Design & Development  
 \*CM 390 Creative Media Internship

CM 391 Game Design Project  
 CM 400(a) Creative Media Master Class  
 CM 402 Moving Image Archives for Film  
 \*CM 403 Special Topics  
 CM 430 Mastering Social Media  
 ENG 317 Pidgin Creative Writing Workshop  
 ENG 300c Introduction to Cultural Theory  
 ENG 360 Literature & Film  
 ENG 361 History of Film  
 ENG 367(a) Film Genres and Directors  
 ENG 368(a) Topics in Television Studies  
 ENG 385 Fairy Tales and Their Adaptations  
 ENG 441 Gender & Sexuality in Literature & Film  
 HIST 243 Asia Cool: Modern Asia & Pop Culture  
 HIST 311 Chinese Culture  
 HIST 321 Japanese Culture  
 HIST 325 Asian Economies, Business & Consumers  
 HIST 326 Japan Cool: Anime, Manga, and Film  
 HPST 304 Hawaiian-Pacific Traditions  
 HPST 461 Traditional Art of Hawaii  
 HPST 462 Traditional Art of the Pacific  
 HPST 477 Polynesian and Micronesian Mythology  
 HPST 478 Hawaiian Mythology II  
 HPST 479 Hawaiian Mythology I

ICS 129 Introduction to Databases  
 ICS 184 Network Fundamentals  
 ICS 211 Introduction to Computer Science II  
 ICS 240 Operating Systems

MGT 301 Business Ethics  
 MGT 320 Fundamentals of Entrepreneurship & Small  
 Business Management  
 PHIL 439 Philosophy and Film

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

**Capstone Requirement: 6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (WI)
3	CM 490 Senior Project or CM 491 Senior Practicum

**Electives Requirement: 17-23 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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
2	<b>Honolulu CC</b>

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

# Bachelor of Arts in Creative Media, General Creative Media (Honolulu Community College AS MELE, Music Business & Production)

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 or toll-free from neighbor islands at 866-299-8656.

## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 100 Survey of Mathematics</b> MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): /Honolulu CC (HIST 151 or 152, 3 credits) 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): /Honolulu CC (SP 151, DA/OC and HWST 107 <b>DH/HAP</b> ) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas /Honolulu CC ECON 130 or 131
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): 3 credits from the biological sciences (DB): <b>Honolulu CC DB</b>
3	3 credits from the physical sciences (DP): /
1	1 credit of laboratory (DY) /Honolulu CC 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) /Honolulu CC MATH 103

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art
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  
 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

### Honolulu CC Course Options

MELE 101 Survey of Music Business  
 MELE 102 Survey of Recording Tech  
 MELE 103 Modern Music & Theory  
 MELE 104 Songwriting & Arranging  
 MELE 201 History of Recording & Ent Industry  
 MELE 202 Pub Relations/Music & Ent Industry  
 MELE 203 Intellectual Properties in the Music & Ent Industry  
 MELE 204 Music Publishing in the Ent Industry  
 MELE 205 Concert & Event Production  
 MELE 206 Music Supervision

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media / <b>Honolulu CC MELE 275</b>
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 (WI)
3	HIST 363 20th Century Popular, Mass & Counter-Culture
3	SD 360 Dynamics of Effective Leadership (WI)

## General Creative Media Concentration Requirement: 12 credits

### Complete 12 credits from the following:

ART 320 Web Design & Development	CM 358 Web Series Production
CM 315 Interactive Applications	CM 359 Branded Entertainment: Online Video Campaign
CM 316 User Experience	CM 378 Visual Depictions of the Human Experience and Media Power
CM 317 Motion Graphics	CM 390 Creative Media Internship
CM 340 The Modern Game Industry	CM 391 Game Design Project
CM 341 Writing and Storytelling for Video Games	CM 400(a) Creative Media Master Class
CM 342 Applied Game Design	CM 402 Archival Research for Media Makers
CM 343 Game Level Design	CM 403 Special Topics
CM 350 Creative Strategy	CM 430 Mastering Social Media
CM 351 Innovative Advertising	
CM 352 Transmedia and Emerging Media	
CM 353 Making a Short Film	

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	CM 385 Game Design & Development
*ART 320 Web Design & Development	*CM 390 Creative Media Internship
BUSA 300 Principles of Marketing	*CM 391 Game Design Project
BUSA 304 Consumer Behavior	*CM 400(a) Creative Media Master Class
BUSA 305 Advertising & Promotion Management	*CM 402 Archival Research for Media Makers
CM 201 Forensic Photography	*CM 403 Special Topics
*CM 315 Interactive Applications	*CM 430 Mastering Social Media
*CM 316 User Experience	ENG 317 Pidgin Creative Writing Workshop
*CM 317 Motion Graphics	ENG 300C Introduction to Cultural Theory
*CM 340 The Modern Game Industry	ENG 360 Literature & Film
*CM 341 Writing and Storytelling for Video Games	ENG 361 History of Film
*CM 342 Applied Game Design	ENG 367(a) Film Genres and Directors
*CM 343 Game Level Design	ENG 368(a) Topics in Television Studies
*CM 350 Creative Strategy	ENG 385 Fairy Tales and Their Adaptations
*CM 351 Innovative Advertising	ENG 441 Gender & Sexuality in Literature & Film
*CM 352 Transmedia and Emerging Media	HIST 243 Asia Cool: Modern Asia & Pop Culture
*CM 353 Making a Short Film	HIST 311 Chinese Culture
*CM 358 Web Series Production	HIST 321 Japanese Culture
*CM 359 Branded Entertainment: Online Video Campaign	HIST 325 Asian Economies, Business & Consumers
*CM 378 Visual Depictions of the Human Experience and Media Power	HIST 326 Japan Cool: Anime, Manga, and Film
	HPST 304 Hawaiian-Pacific Traditions
	HPST 461 Traditional Art of Hawaii



# Bachelor of Arts in Creative Media, Video Game Design & Development (Honolulu Community College AS MELE, Music Business & Production)

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 or toll-free from neighbor islands at 866-299-8656.

## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 100 Survey of Mathematics</b> MATH 100, 103, 103M/L, 115, 135 or higher
6	Foundations Global and Multicultural Perspectives (FG): /Honolulu CC (HIST 151 or 152, 3 credits) 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): /Honolulu CC (SP 151, DA/OC and HWST 107 <b>DH/HAP</b> ) 6 credits from two different areas
3	Diversification Social Sciences (DS): 6 credits from two different areas /Honolulu CC ECON 130 or 131
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): 3 credits from the biological sciences (DB): Honolulu CC DB
3	3 credits from the physical sciences (DP): /
1	1 credit of laboratory (DY) /Honolulu CC 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) /Honolulu CC MATH 103

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art
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  
 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

### Honolulu CC Course Options

MELE 101 Survey of Music Business  
 MELE 102 Survey of Recording Tech  
 MELE 103 Modern Music & Theory  
 MELE 104 Songwriting & Arranging  
 MELE 201 History of Recording & Ent Industry  
 MELE 202 Pub Relations/Music & Ent Industry  
 MELE 203 Intellectual Properties in the Music & Ent Industry  
 MELE 204 Music Publishing in the Ent Industry  
 MELE 205 Concert & Event Production  
 MELE 206 Music Supervision

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media / <b>Honolulu CC MELE 275</b>
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 (WI)
3	HIST 363: 20th Century Popular, Mass & Counter-Culture
3	SD 360: Dynamics of Effective Leadership (WI)

## Video Game Design & Development Concentration Requirement: 12 credits

### Complete 12 credits from the following:

CM 340 The Modern Game Industry  
 CM 341 Writing and Storytelling for Video Games  
 CM 342 Applied Game Design  
 CM 343 Game Level Design  
 CM 352 Transmedia and Emerging Media  
 CM 358 Web Series Production  
 CM 359 Branded Entertainment: Online Video Campaign

CM 385 Game Design & Development  
 CM 390 Creative Media Internship  
 CM 391 Game Design Project  
 CM 400(a) Creative Media Master Class  
 CM 402 Moving Image Archives for Film  
 CM 403 Special Topics

Credits	Course Alpha / Number / Title
3	
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	*CM 400(a) Creative Media Master Class
ART 320 Web Design & Development	*CM 402 Moving Image Archives for Film
BUSA 300 Principles of Marketing	*CM 403 Special Topics
BUSA 304 Consumer Behavior	CM 430 Mastering Social Media
BUSA 305 Advertising & Promotion Management	ENG 317 Pidgin Creative Writing Workshop
CM 201 Forensic Photography	ENG 300C Introduction to Cultural Theory
CM 315 Interactive Applications	ENG 360 Literature & Film
CM 316 User Experience	ENG 361 History of Film
CM 317 Motion Graphics	ENG 367(a) Film Genres and Directors
*CM 340 The Modern Game Industry	ENG 368(a) Topics in Television Studies
*CM 341 Writing and Storytelling for Video Games	ENG 385 Fairy Tales and Their Adaptations
*CM 342 Applied Game Design	ENG 441 Gender & Sexuality in Literature & Film
*CM 343 Game Level Design	HIST 243 Asia Cool: Modern Asia & Pop Culture
CM 350 Creative Strategy	HIST 311 Chinese Culture
CM 351 Innovative Advertising	HIST 321 Japanese Culture
*CM 352 Transmedia and Emerging Media	HIST 325 Asian Economies, Business & Consumers
CM 353 Making a Short Film	HIST 326 Japan Cool: Anime, Manga, and Film
*CM 358 Web Series Production	HPST 304 Hawaiian-Pacific Traditions
*CM 359 Branded Entertainment: Online Video Campaign	HPST 461 Traditional Art of Hawaii
CM 378 Visual Depictions of the Human Experience and Media Power	HPST 462 Traditional Art of the Pacific
*CM 385 Game Design & Development	HPST 477 Polynesian and Micronesian Mythology
*CM 390 Creative Media Internship	HPST 478 Hawaiian Mythology II
*CM 391 Game Design Project	HPST 479 Hawaiian Mythology I
	ICS 129 Introduction to Databases
	ICS 184 Network Fundamentals

ICS 211 Introduction to Computer Science II  
 ICS 240 Operating Systems  
 MGT 301 Business Ethics

MGT 320 Fundamentals of Entrepreneurship & Small  
 Business Management  
 PHIL 439 Philosophy and Film

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

**Capstone Requirement: 6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (WI)
3	CM 490 Senior Project or CM 491 Senior Practicum

**Electives Requirement: 17-23 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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
2	<b>Honolulu CC</b>

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

# Bachelor of Arts in Creative Media, Communications and New Media Technologies (Honolulu Community College AS Communication Arts)

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 or toll-free from neighbor islands at 866-299-8656.

## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 100 or higher</b> 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 (Recommend ENG 313 (DA) and HIST 363
3	Diversification Social Sciences (DS): 6 credits from two different areas (Recommend PACS 108, DS/HAP)
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): /Honolulu CC <b>DB or DP</b> 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) /Honolulu CC <b>MATH 100 or higher</b>

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art /Honolulu CC CA 131
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  
 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

### Honolulu CC Course Options

CA 100 Survey of Graphic Styles  
 CA 101 Power of Advertising  
 CA 121 Art & Media Preparation I  
 CA 122 Copy Preparation  
 CA 123 Color Theory & Issues  
 CA 125 Beginning Graphic Design  
 CA 132 Page Composition  
 CA 134 Digital Photography  
 CA 135 Typographic Design  
 CA 142 Page & Web Layout  
 CA 143 Prepress & Digital Printing  
 CA 145 Graphic Design  
 CA 146 Advertising Design  
 CA 150 Special Projects  
 CA 152 Business Advertising  
 CA 193v Cooperative Education

Credits	Course Alpha / Number / Title
3	Honolulu CC
3	Honolulu CC
3	Honolulu CC
3	Honolulu CC

## Creative Media Core Requirement: 15-21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media /Honolulu CC CA 155
3	CM 314 Music, Sound & Media
3	CM 320 Topics in Creative Producing
3	CM 401 Creative Professionals
0-3	ENG 313 Introduction to Creative Writing (WI) <i>(can also count for DA in General Ed)</i>
0-3	HIST 363: 20th Century Popular, Mass & Counter-Culture <i>(can also count for DH in General Ed)</i>
3	SD 360: Dynamics of Effective Leadership (WI)

## 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 Entertainment: Online Video Campaign  
 CM 390 Creative Media Internship

CM 400(a) Creative Media Master Class  
 CM 402 Moving Image Archives for Film  
 CM 403 Special Topics  
 CM 430 Mastering Social Media

Credits	Course Alpha / Number / Title
3	
3	
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  
 ART 320 Web Design & Development  
 BUSA 300 Principles of Marketing  
 BUSA 304 Consumer Behavior  
 BUSA 305 Advertising & Promotion Management  
 CM 201 Forensic Photography  
 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 Applied Game Design  
 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 Entertainment: Online Video Campaign  
 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 Moving Image Archives for Film  
 \*CM 403 Special Topics  
 \*CM 430 Mastering Social Media

ENG 317 Pidgin Creative Writing Workshop  
 ENG 300C Introduction to Cultural Theory  
 ENG 360 Literature & Film  
 ENG 361 History of Film  
 ENG 367(a) Film Genres and Directors  
 ENG 368(a) Topics in Television Studies  
 ENG 385 Fairy Tales and Their Adaptations  
 ENG 441 Gender & Sexuality in Literature & Film  
 HIST 243 Asia Cool: Modern Asia & Pop Culture  
 HIST 311 Chinese Culture  
 HIST 321 Japanese Culture  
 HIST 325 Asian Economies, Business & Consumers  
 HIST 326 Japan Cool: Anime, Manga, and Film  
 HPST 304 Hawaiian-Pacific Traditions  
 HPST 461 Traditional Art of Hawaii  
 HPST 462 Traditional Art of the Pacific  
 HPST 477 Polynesian and Micronesian Mythology  
 HPST 478 Hawaiian Mythology II  
 HPST 479 Hawaiian Mythology I  
 ICS 129 Introduction to Databases  
 ICS 184 Network Fundamentals  
 ICS 211 Introduction to Computer Science II  
 ICS 240 Operating Systems  
 MGT 301 Business Ethics  
 MGT 320 Fundamentals of Entrepreneurship & Small Business Management  
 PHIL 439 Philosophy and Film

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

**Capstone Requirement:6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
2	<b>Honolulu CC</b>

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

# Bachelor of Arts in Creative Media, Design and Media (Honolulu Community College AS Communication Arts)

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 or toll-free from neighbor islands at 866-299-8656.

## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 100 or higher</b> 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 (Recommend ENG 313 (DA) and HIST 363
3	Diversification Social Sciences (DS): 6 credits from two different areas (Recommend PACS 108, DS/HAP)
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): /Honolulu CC <b>DB or DP</b> 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) /Honolulu CC <b>MATH 100 or higher</b>

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art /Honolulu CC CA 131
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  
 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

### Honolulu CC Course Options

CA 100 Survey of Graphic Styles  
 CA 101 Power of Advertising  
 CA 121 Art & Media Preparation I  
 CA 122 Copy Preparation  
 CA 123 Color Theory & Issues  
 CA 125 Beginning Graphic Design  
 CA 132 Page Composition  
 CA 134 Digital Photography  
 CA 135 Typographic Design  
 CA 142 Page & Web Layout  
 CA 143 Prepress & Digital Printing  
 CA 145 Graphic Design  
 CA 146 Advertising Design  
 CA 150 Special Projects  
 CA 152 Business Advertising  
 CA 193v Cooperative Education

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 15-21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media /Honolulu CC CA 155
3	CM 314 Music, Sound & Media
3	CM 320 Topics in Creative Producing
3	CM 401 Creative Professionals
0-3	ENG 313 Introduction to Creative Writing (WI) <i>(can also count for DA in General Ed)</i>
0-3	HIST 363: 20th Century Popular, Mass & Counter-Culture <i>(can also count for DH in General Ed)</i>
3	SD 360 Dynamics of Effective Leadership

## Design & 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 350 Creative Strategy  
 CM 351 Innovative Advertising  
 CM 352 Transmedia and Emerging Media

CM 358 Web Series Production  
 CM 378 Visual Depictions of the Human Experience  
 and Media Power  
 CM 390 Creative Media Internship  
 CM 400 (a) Creative Media Master Class  
 CM 403 Special Topics

Credits	Course Alpha / Number / Title
3	
3	
3	
3	

## Design & Media Concentration Electives: 9 credits

### Complete 9 credits from the following list.

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

ART 311D Design in Public Spaces  
 \*ART 320 Web Design & Development  
 BUSA 300 Principles of Marketing  
 BUSA 304 Consumer Behavior  
 BUSA 305 Advertising & Promotion Management  
 CM 201 Forensic Photography  
 \*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 Applied Game Design  
 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 Entertainment: Online Video  
 Campaign  
 \*CM 378 Visual Depictions of the Human Experience  
 and Media Power  
 CM 385 Game Design & Development  
 \*CM 390 Creative Media Internship

CM 391 Game Design Project  
 CM 400(a) Creative Media Master Class  
 CM 402 Moving Image Archives for Film  
 \*CM 403 Special Topics  
 CM 430 Mastering Social Media  
 ENG 317 Pidgin Creative Writing Workshop  
 ENG 300c Introduction to Cultural Theory  
 ENG 360 Literature & Film  
 ENG 361 History of Film  
 ENG 367(a) Film Genres and Directors  
 ENG 368(a) Topics in Television Studies  
 ENG 385 Fairy Tales and Their Adaptations  
 ENG 441 Gender & Sexuality in Literature & Film  
 HIST 243 Asia Cool: Modern Asia & Pop Culture  
 HIST 311 Chinese Culture  
 HIST 321 Japanese Culture  
 HIST 325 Asian Economies, Business & Consumers  
 HIST 326 Japan Cool: Anime, Manga, and Film  
 HPST 304 Hawaiian-Pacific Traditions  
 HPST 461 Traditional Art of Hawaii  
 HPST 462 Traditional Art of the Pacific  
 HPST 477 Polynesian and Micronesian Mythology  
 HPST 478 Hawaiian Mythology II  
 HPST 479 Hawaiian Mythology I

ICS 129 Introduction to Databases  
 ICS 184 Network Fundamentals  
 ICS 211 Introduction to Computer Science II  
 ICS 240 Operating Systems

MGT 301 Business Ethics  
 MGT 320 Fundamentals of Entrepreneurship & Small  
 Business Management  
 PHIL 439 Philosophy and Film

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

**Capstone Requirement: 6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
2	<b>Honolulu CC</b>

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

# Bachelor of Arts in Creative Media, General Creative Media (Honolulu Community College AS Communication Arts)

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 or toll-free from neighbor islands at 866-299-8656.

## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 100 or higher</b> 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 (Recommend ENG 313 (DA) and HIST 363
3	Diversification Social Sciences (DS): 6 credits from two different areas (Recommend PACS 108, DS/HAP)
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): /Honolulu CC <b>DB or DP</b> 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) /Honolulu CC <b>MATH 100 or higher</b>

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art /Honolulu CC CA 131
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  
 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

### Honolulu CC Course Options

CA 100 Survey of Graphic Styles  
 CA 101 Power of Advertising  
 CA 121 Art & Media Preparation I  
 CA 122 Copy Preparation  
 CA 123 Color Theory & Issues  
 CA 125 Beginning Graphic Design  
 CA 132 Page Composition  
 CA 134 Digital Photography  
 CA 135 Typographic Design  
 CA 142 Page & Web Layout  
 CA 143 Prepress & Digital Printing  
 CA 145 Graphic Design  
 CA 146 Advertising Design  
 CA 150 Special Projects  
 CA 152 Business Advertising  
 CA 193v Cooperative Education

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 15-21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media /Honolulu CC CA 155
3	CM 314 Music, Sound & Media
3	CM 320 Topics in Creative Producing
3	CM 401 Creative Professionals
0-3	ENG 313 Introduction to Creative Writing (WI) <i>(can also count for DA in General Ed)</i>
0-3	HIST 363: 20th Century Popular, Mass & Counter-Culture <i>(can also count for DH in General Ed)</i>
3	SD 360 Dynamics of Effective Leadership (WI)

## General Creative Media Concentration Requirement: 12 credits

### Complete 12 credits from the following:

ART 320 Web Design & Development	CM 358 Web Series Production
CM 315 Interactive Applications	CM 359 Branded Entertainment: Online Video Campaign
CM 316 User Experience	CM 378 Visual Depictions of the Human Experience and Media Power
CM 317 Motion Graphics	CM 390 Creative Media Internship
CM 340 The Modern Game Industry	CM 391 Game Design Project
CM 341 Writing and Storytelling for Video Games	CM 400(a) Creative Media Master Class
CM 342 Applied Game Design	CM 402 Archival Research for Media Makers
CM 343 Game Level Design	CM 403 Special Topics
CM 350 Creative Strategy	CM 430 Mastering Social Media
CM 351 Innovative Advertising	
CM 352 Transmedia and Emerging Media	
CM 353 Making a Short Film	

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	CM 385 Game Design & Development
*ART 320 Web Design & Development	*CM 390 Creative Media Internship
BUSA 300 Principles of Marketing	*CM 391 Game Design Project
BUSA 304 Consumer Behavior	*CM 400(a) Creative Media Master Class
BUSA 305 Advertising & Promotion Management	*CM 402 Archival Research for Media Makers
CM 201 Forensic Photography	*CM 403 Special Topics
*CM 315 Interactive Applications	*CM 430 Mastering Social Media
*CM 316 User Experience	ENG 317 Pidgin Creative Writing Workshop
*CM 317 Motion Graphics	ENG 300C Introduction to Cultural Theory
*CM 340 The Modern Game Industry	ENG 360 Literature & Film
*CM 341 Writing and Storytelling for Video Games	ENG 361 History of Film
*CM 342 Applied Game Design	ENG 367(a) Film Genres and Directors
*CM 343 Game Level Design	ENG 368(a) Topics in Television Studies
*CM 350 Creative Strategy	ENG 385 Fairy Tales and Their Adaptations
*CM 351 Innovative Advertising	ENG 441 Gender & Sexuality in Literature & Film
*CM 352 Transmedia and Emerging Media	HIST 243 Asia Cool: Modern Asia & Pop Culture
*CM 353 Making a Short Film	HIST 311 Chinese Culture
*CM 358 Web Series Production	HIST 321 Japanese Culture
*CM 359 Branded Entertainment: Online Video Campaign	HIST 325 Asian Economies, Business & Consumers
*CM 378 Visual Depictions of the Human Experience and Media Power	HIST 326 Japan Cool: Anime, Manga, and Film
	HPST 304 Hawaiian-Pacific Traditions
	HPST 461 Traditional Art of Hawaii



# Bachelor of Arts in Creative Media, Video Game Design & Development (Honolulu Community College AS Communication Arts)

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## Graduation Requirements (see the 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                   |   |  |

*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) /Honolulu CC ENG 100 ENG 100 Composition I
3	Foundations Symbolic Reasoning (FS) <b>OR</b> Foundations of Quantitative Reasoning (FQ) /Honolulu CC <b>MATH 100 or higher</b> 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 (Recommend ENG 313 (DA) and HIST 363
3	Diversification Social Sciences (DS): 6 credits from two different areas (Recommend PACS 108, DS/HAP)
3	Diversification Social Sciences (DS): Different area from above.
3	Diversification Natural Sciences (DB, DP, DY): /Honolulu CC <b>DB or DP</b> 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) /Honolulu CC <b>MATH 100 or higher</b>

## Creative Media Foundational Requirement: 18 credits

Credits	Course Alpha / Number / Title
3	ART 112 Introduction to Digital Art /Honolulu CC CA 131
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  
 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

### Honolulu CC Course Options

CA 100 Survey of Graphic Styles  
 CA 101 Power of Advertising  
 CA 121 Art & Media Preparation I  
 CA 122 Copy Preparation  
 CA 123 Color Theory & Issues  
 CA 125 Beginning Graphic Design  
 CA 132 Page Composition  
 CA 134 Digital Photography  
 CA 135 Typographic Design  
 CA 142 Page & Web Layout  
 CA 143 Prepress & Digital Printing  
 CA 145 Graphic Design  
 CA 146 Advertising Design  
 CA 150 Special Projects  
 CA 152 Business Advertising  
 CA 193v Cooperative Education

Credits	Course Alpha / Number / Title
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>

## Creative Media Core Requirement: 15-21 credits

Credits	Course Alpha / Number / Title
3	CM 256 Creatives in Media /Honolulu CC CA 155
3	CM 314 Music, Sound & Media
3	CM 320 Topics in Creative Producing
3	CM 401 Creative Professionals
0-3	ENG 313 Introduction to Creative Writing (WI) <i>(can also count for DA in General Ed)</i>
0-3	HIST 363: 20th Century Popular, Mass & Counter-Culture <i>(can also count for DH in General Ed)</i>
3	SD 360: Dynamics of Effective Leadership (WI)

## Video Game Design & Development Concentration Requirement: 12 credits

### Complete 12 credits from the following:

CM 340 The Modern Game Industry  
 CM 341 Writing and Storytelling for Video Games  
 CM 342 Applied Game Design  
 CM 343 Game Level Design  
 CM 352 Transmedia and Emerging Media  
 CM 358 Web Series Production  
 CM 359 Branded Entertainment: Online Video Campaign

CM 385 Game Design & Development  
 CM 390 Creative Media Internship  
 CM 391 Game Design Project  
 CM 400(a) Creative Media Master Class  
 CM 402 Moving Image Archives for Film  
 CM 403 Special Topics

Credits	Course Alpha / Number / Title
3	
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	*CM 400(a) Creative Media Master Class
ART 320 Web Design & Development	*CM 402 Moving Image Archives for Film
BUSA 300 Principles of Marketing	*CM 403 Special Topics
BUSA 304 Consumer Behavior	CM 430 Mastering Social Media
BUSA 305 Advertising & Promotion Management	ENG 317 Pidgin Creative Writing Workshop
CM 201 Forensic Photography	ENG 300C Introduction to Cultural Theory
CM 315 Interactive Applications	ENG 360 Literature & Film
CM 316 User Experience	ENG 361 History of Film
CM 317 Motion Graphics	ENG 367(a) Film Genres and Directors
*CM 340 The Modern Game Industry	ENG 368(a) Topics in Television Studies
*CM 341 Writing and Storytelling for Video Games	ENG 385 Fairy Tales and Their Adaptations
*CM 342 Applied Game Design	ENG 441 Gender & Sexuality in Literature & Film
*CM 343 Game Level Design	HIST 243 Asia Cool: Modern Asia & Pop Culture
CM 350 Creative Strategy	HIST 311 Chinese Culture
CM 351 Innovative Advertising	HIST 321 Japanese Culture
*CM 352 Transmedia and Emerging Media	HIST 325 Asian Economies, Business & Consumers
CM 353 Making a Short Film	HIST 326 Japan Cool: Anime, Manga, and Film
*CM 358 Web Series Production	HPST 304 Hawaiian-Pacific Traditions
*CM 359 Branded Entertainment: Online Video Campaign	HPST 461 Traditional Art of Hawaii
CM 378 Visual Depictions of the Human Experience and Media Power	HPST 462 Traditional Art of the Pacific
*CM 385 Game Design & Development	HPST 477 Polynesian and Micronesian Mythology
*CM 390 Creative Media Internship	HPST 478 Hawaiian Mythology II
*CM 391 Game Design Project	HPST 479 Hawaiian Mythology I
	ICS 129 Introduction to Databases
	ICS 184 Network Fundamentals

ICS 211 Introduction to Computer Science II  
 ICS 240 Operating Systems  
 MGT 301 Business Ethics

MGT 320 Fundamentals of Entrepreneurship & Small  
 Business Management  
 PHIL 439 Philosophy and Film

Credits	Course Alpha / Number / Title
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)
3	Recommend Upper Division (300-400 level)

**Capstone Requirement: 6 (UD) credits**

Credits	Course Alpha / Number / Title
3	CM 489 Pre-Capstone Experience (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) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<i>Possible Upper Division (300-400 level) if you choose Lower Division for CM Electives</i>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
3	<b>Honolulu CC</b>
2	<b>Honolulu CC</b>

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