## Digital Entertainment Design and Production AAT/AAS-T

Program Start: Fall and Spring, this is an afternoon program.

Program Length: 6 Quarters Prerequisites: Yes Total College Credits: 97-102

Enrollment in or successful completion of ENG 091. AAS-T Degree has additional General Education Requirements. Students are encouraged to check with the RS counselor for more information about program requirements.

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| High School | College |
| Core Art Credit | General Art – DED 105 (3 credits) Digital Art I – DED 107 (3 credits)  Digital Art II – DED 114 (3 credits) |
| Core Math Credit | Any 100-Level Math Class (5 credits)  Video and Game Creation I: Basic Production Tools – DED 139 (4 credits) 3D Modeling I – DED 149 (3 credits)  Video and Game Creation II: Visual Design Tools – DED 151 (4 credits)  Video and Game Creation III: Intermediate Production Tools – DED 155 (4 credits) 3D Modeling II – DED 157 (3 credits)  Video and Game Creation IV: Advanced Production Tools – DED 165 (4 credits) 3D Animation – DED 173 (3 credits)  3D Modeling III – DED 176 (3 credits) |
| Core English Credit | English Composition I – ENGL& 101 (5 credits) Public Speaking – CMST& 220 (5 credits) Screenwriting – DED 108 (3 credits) Interactivity Guidance – DED 184 (3 credits)  Portfolio Creation – DED 280CAP (3 credits) |
| Core Social Studies | General Psychology – PSYC& 100DIV (5 credits) Genre Studies – DED 102 (3 credits)  Entertainment Philosophy – DED 181 (3 credits) |
| CTE Credits/Optional Elective | College Success for All – COLL 102 (3 credits)  Introduction to Video and Game Creation – DED 117 (4 credits) Storyboarding – DED 130 (3 credits)  Motion Graphics I – DED 137 (3 credits)  Advanced Development Tools – DED 138 (4 credits) Motion Graphics II – DED 153 (3 credits)  Digital Photography – DED 177 (3 credits) Development Project – DED 270 (3 credits) Internship – DED 275 (3 credits) |