

# Transfer Degree Map: Blinn College District to University of Houston-Victoria

This program is based on the 2020-2021 UHV Catalog with Academic Requirements effect 24 August 2021.

Transfer Map for Associate of Applied Science-Simulation & Game Programming to Bachelor of Applied Arts & Science-Digital Gaming & Simulation

First Year - Freshman							
First Semester				Second Semester			
BLINN	UHV	Course Name	Hrs	BLINN	UHV	Course Name	Hrs
GAME 1303	TECH CREDIT	Introduction to Game Design and Development	3	GAME 1304	TECH CREDIT	Level Design	3
COSC 1436	COSC 1336/1136	Programming Fundamentals I	4	GAME 1443	TECH CREDIT	Game and Simulation Programming I	4
MATH 1414	(Core 20)	College Algebra (4 SCH version)	4	COSC 1437	COSC 1337/1137	Programming Fundamentals II	4
ENGL 1301	(Core 10)	English Composition I	3	LPS Core	(Core 30)	Life & Physical Sciences	3
<b>Total</b>			<b>14</b>	<b>Total</b>			<b>14</b>
Optional Summer Session							
CORE 40*	(Core 40)	Language, Philosophy and Culture	3	BCIS 1305*	(Core 90)	Business Computer Applications	3
<b>Total</b>			<b>3</b>	<b>Total</b>			<b>3</b>
Second Year - Sophomore							
First Semester				Second Semester			
BLINN	UHV	Course Name	Hrs	BLINN	UHV	Course Name	Hrs
GAME 2304	TECH CREDIT	Level Design II	3	GAME 2433	TECH CREDIT	Game and Simulation Programming III	4
GAME 1459	LD ELECTIVE	Game and Simulation Programming II	4	GAME 2341	LD ELECTIVE	Game Scripting	3
GAME 2332	TECH CREDIT	Project Development I	3	GAME 2308	TECH CREDIT	Portfolio for Game Development	3
ITSE 2310	TECH CREDIT	iOS Application Programming	3	SBS Core	(Core 80)	Social and Behavioral Sciences Core	3
SPCH 1321	(Core 90)	Business & Professional Communication	3	GAME 2334	TECH CREDIT	Project Development II	3
<b>Total</b>			<b>16</b>	<b>Total</b>			<b>16</b>
Apply for Summer Graduation at Blinn College							
Optional Summer Session							
LPS Core*	(Core 30)	Life & Physical Sciences	3	HIST 1301*	(Core 60)	United States History I	3
<b>Total</b>			<b>3</b>	<b>Total</b>			<b>3</b>
Third Year - Junior							
First Semester				Second Semester			
	UHV	Course Name	Hrs		UHV	Course Name	Hrs
GOVT 2305**	(Core 70)	American Government	3	GOVT 2306**	(Core 70)	Texas Government	3
HIST 1302**	(Core 60)	United States History II	3	Creative Arts Core**	(Core 50)	Creative Arts Core Including as Listed: ARCH 1301, 1302, 1311; ARTS 1301, 1303, 1304; DRAM 1310, 2361, 2362, 2366; MUSI 1301, 1306, 1308, 1310	3
ENGL 1302**	(Core 10)	English Composition II	3		COMM 4326 Or COMM 4318 Or COMM 4330	Upper-Division Communication Course	3
	ENGL 3430	Professional Writing	4		GMNG 3310	3D Modeling <i>(Spring Only)</i>	3
<b>Total</b>			<b>13</b>	<b>Total</b>			<b>12</b>
Fourth Year - Senior							
First Semester				Second Semester			
	UHV	Course Name	Hrs		UHV	Course Name	Hrs
	UD ENGL	Upper-Division English Course	3		MATH 3391	Probability and Statistics <i>(Fall &amp; Spring Only)</i> - - Prereq course	3

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	MATH 3321	Gaming Math for Non-Programmers <i>(Offered Fall Only) - Prereq course</i>	3		COSC 3331	Data Structures & Algorithms I <i>(Fall &amp; Spring Only) - Prereq course</i>	3
	COSC 3317	Object Oriented programming <i>(Fall &amp; Spring Only) - Prereq course</i>	3		GMNG 3310	Advanced 3D Modeling for Gaming <i>(Offered Spring) - Prereq course</i>	3
	GMNG 4317	Art for Gaming <i>(Offered Fall Only)</i>	3		COSC 3347	Computer Graphics <i>(Offered Spring)</i>	3
<b>Total</b>			<b>12</b>				<b>12</b>

### Fifth Year - Senior

First Semester				Second Semester			
	UHV	Course Name	Hrs		UHV	Course Name	Hrs
	GMNG 4316	Advanced Level Design <i>(Offered FALL- Prereq: GMNG 3310 &amp; MATH 3321)</i>	3		GMNG 4321	Game Development Project Management <i>(Offered Spring)</i>	3
	HUMA 4322	Ethics	3		GMNG 4312	Game Engines <i>(Offered Spring - Even Years Only)</i>	3
	GMNG 4318	Advanced Animation for Gaming <i>(Offered Fall - Even Years Only)</i>	3		GMNG 4314	Gaming Networks Architecture <i>(Offered Spring)</i>	3
	GMNG 4322	Game A1 & Behavioral Modeling <i>(Offered FALL - Prereq: COSC 3317 &amp; MATH 3391)</i>	3		GMNG 4340	Senior Project <i>(Offered Spring - Prereq: COSC 3331)</i>	3
<b>Total</b>			<b>12</b>				<b>12</b>

**Apply for Graduation at UHV – Bachelor of Applied Arts and Science Degree**

\*Classes listed are for students seeking to transfer to University of Houston-Victoria.

\*\*Student may co-enroll at Blinn College and UHV and use financial aid assistance with the completion of a consortium agreement form. Students looking to co-enroll must notify their academic advisors at both institutions. Degree plan was designed for co-enrollment to complete the degree requirements by completing any needed lower-division courses at Blinn College and upper-division courses at UHV. Some lower-division courses may be offered by UHV at Blinn College campuses.

#### Notes/Comments (Bachelor of Applied Arts & Sciences-Digital Gaming & Simulation Concentration):

Core Curriculum Requirements: 42

Program Concentration Requirements: 18

UD Specialization Requirements: 18