

**Attachment A**  
**To The**  
**Articulation Agreement Dated May 14, 2012**  
**By and Between**  
**Stark State College and Kent State University**

**Articulation Criteria and Articulation Benefits**

1. *The standard articulation criteria (“Articulation Criteria”) are:*
  - a. Completion of an Associate of Science Degree in Video Game Design and Development.
  - b. Achieving a minimum overall cumulative grade point average of 2.0.
  - c. Submission of an official College transcript.
  - d. Fulfillment of residence requirements for the baccalaureate at Kent State University. The requirement for the degree is completion of a minimum thirty (30) credit hours of coursework (of which nine are upper-division credit hours in the major) at Kent State University. Credit earned by means of transfer courses does not count toward residence.
  - e. Courses for which the student is eligible to receive transfer credit will be based upon the articulation agreement in place the term the student is admitted to Kent State University.
2. *The articulation benefits (“Articulation Benefits”) are:*
  - a. Facilitate transfer of courses between the Stark State College Associate Degree in Video Game Design and Development, and Kent State, Bachelor of Science Degree in Engineering Technology, Computer Design, Animation and Game Design Concentration, see Appendices 1 and 2.
  - b. Benefiting Northeast Ohio by infusing the job market with qualified graduates.
  - c. Students with 3.0 GPA will be eligible to apply for Kent State scholarships.
  - d. A student who completes all of the associate degree requirements in the Video Game Development Stark State College degree program at Stark State College (see Appendix 2) will be admitted into Kent State’s Bachelor of Science Degree in Engineering Technology- Computer Design, Animation and Game Design program with junior status.

**APPENDIX 1**  
**ARTICULATION AND TRANSFER TABLE**

Stark State College: Associate of Science Degree in Video Game Design and Development  
 Kent State University: Bachelor of Science in Engineering Technology, Computer Design, Animation and Game Design Concentration

EQUIVALENCIES CURRENTLY ON THE TRANSFER TABLES (AND U.SELECT)			
STARK STATE COLLEGE (SSC)	Credits	KENT STATE UNIVERSITY	Credits
<b>SSC English Composition (3 credits)</b>			<b>Kent Core Composition (6 credits)</b>
ENG 124 College Composition	3	ENG 11011 College Writing I	3
ENG 231 College Composition II	3	ENG 21011 College Writing II	3
<b>SSC Mathematics, Statics and Logic (3-4 credits)</b>			<b>Kent Core Math/Critical Reasoning (3 credits)</b>
MTH 125 College Algebra	4	MATH 11010 Algebra for Calculus	4
<b>SSC Arts and Humanities (6 credits)</b>			<b>Kent Core Humanities or Fine Arts (9 credits)</b>
Numerous course options available, see Transfer Module	6	Minimum one course each from fine arts & humanities	6
<b>SSC Social and Behavioral Sciences (6 credits)</b>			<b>Kent Core Social Sciences (6 credits)</b>
BUS 221 Microeconomics (recommended)	3	ECON 22060 Principles of Microeconomics	3
Numerous course options available, see Transfer Module	3	Numerous course options available	3
<b>SSC Natural Sciences (6 credits)</b>			<b>Kent Core Basic Sciences (6-7 credits)</b>
Numerous course options available, see SSC Transfer Module	6-7	Numerous course options available + Lab	6-7
<b>SSC (additional) (6 credits)</b>			<b>Kent Core Additional (6 credits)</b>
COMM 121 Effective Speaking (recommended)	3	COMM 15000 Human Communication	3
Numerous course options available, see Transfer Module	3	Numerous course options available	3
<b>Program Requirements (Technology &amp; Related)</b>			<b>Program Requirements</b>
ENG 221 Technical Report Writing	3	ENG 20002 Introduction to Technical Writing	3
MTH 126 Pre Calculus	4	MATH11022 Trigonometry and MATH11010 Algebra for Calculus	4
ECA 222 C++ Programming	3	COMT 10001 C++ Programming	3
ECA 223 Java Programming	3	COMT 20011 Java Programming	3
ECA 224 Advanced C++ Programming	3	COMT 36301 Advanced C++ Programming	3
<b>Additional Course Equivalencies</b>			<b>Additional Kent Course Equivalencies</b>
MTH 221 Concepts of Calculus	3	MATH11012 Intuitive Calculus	3
IMT122 Graphic Arts Design	3	VCD 37000 Visual Design for Media: Advanced	3

APPROVED NEW / REVISED EQUIVALENCIES TO BE PUT ON THE TRANSFER TABLES (AND U.SELECT)			
STARK STATE COLLEGE	Credits	KENT STATE UNIVERSITY	Credits
SVG101 Game Design and SVG 201 2D Game Development	3 3	CADT 22003 Solid Modeling and CADT 22005 Multimedia & Game Design and CADT 22007 3-D Modeling Project and CADT 22008 Project in Texture & Material Creation	2 2 1 1
SVG 212 3D Game Development and SVG 213 Advanced Game Development	3 3	CADT 22004 Animation & Gaming and EERT 22017 Applied Engineering Software	3 3

**APPENDIX 2**  
**SUGGESTED SEMESTER SEQUENCE**

Stark State College: Associate of Science Degree in Video Game Design and Development  
 Kent State University: Bachelor of Science Degree in Engineering Technology, Computer Design, Animation and Game Design Concentration

Course Subject and Title	Credit Hours	Upper Division	Notes on Transfer Coursework to Kent State
<b>Semester One: [17 Credit Hours] Stark State College</b>			
IMT122 Graphic Arts Design	3	■	Fulfils VCD 37000 Visual Design for Media: Advanced, General Elective (upper-division)
ENG 124 College Composition	3		#Fulfils ENG 11011 Kent Core Composition
ECA 127 Programming Logic and Problem Solving	3		Fulfils applied course
MTH 125 College Algebra	4		#Fulfils MATH11010 Kent Core Mathematics
ITD121 Information Technology Student Success Seminar	1		No equivalency, however, US 10097 Destination Kent State: FYE waived for transfer students with 25+ hours
Arts/Humanities Elective	3		#Fulfils Kent Core Humanities
<b>Semester Two: [16 Credit Hours] Stark State College</b>			
IMT 249 Textures for 2D and 3D	3		Fulfils applied course
SVG101 Game Design	3		Fulfils applied course
ECA222 C++ Programming	3		Fulfils COMT 20001 C++ Programming; also fulfills EERT 22003 Technical Computing
ECA223 Java Programming	3		Fulfils COMT 20011 Java Programming, Applied course
MTH126 Precalculus	4		Fulfils MATH11022 Trigonometry and MATH11010 Algebra for Calculus
<b>Summer Semester [6 Credit Hours] Stark State College</b>			
Communications Elective (COM 121 Effective Speaking recommended)	3		#COM 121 fulfills COMM 15000 Introduction to Human Communication, Kent Core Additional
ENG 221 Technical Report Writing	3		Fulfils ENG 20002 Introduction To Technical Writing
<b>Semester Three: [15 Credit Hours] Stark State College</b>			
SVG 201 2D Game Development	3		Fulfils applied course
ECA 224 Advanced C++ Programming	3	■	Fulfils COMT36301 Advanced C++ Programming
SVG 212 3D Game Development	3		Fulfils applied course
ECA 253 Data Modeling and Database Design	3		Fulfils applied course
Social Science Elective (BUS 221 Microeconomics recommended)	3		#BUS 221 fulfills ECON 22060 Principles of Microeconomics, Kent Core Social Science
<b>Semester Four: [15-16 Credit Hours] Stark State College</b>			
SVG 213 Advanced Game Development	3		Fulfils applied course
Science Elective	3-4		#Fulfils Kent Core Basic Science
Social Science Elective	3		#Fulfils Kent Core Social Science
Arts/Humanities Elective	3		#Fulfils Kent Core Humanities
Social Science Elective	3		#Fulfils Kent Core Additional
<b>69-70 Total Credit Hours to Graduate with the Associate Degree from Stark State College</b>			

#Course will fulfill Kent State University's Kent Core (general education) requirement.

Course Subject and Title	Credit Hours	Upper Division	Notes on Transfer Coursework to Kent State
<b>Semester Five: [15 Credit Hours] Kent State University</b>			
MATH 11012 Intuitive Calculus	3		@SSC MTH 221 Concepts of Calculus
EERT 21010 Engineering and Professional Ethics	3		
CDAG 34000 Computer Animation II	3	■	
CDAG 34003 Animation Theory	3	■	
EERT 22018 PC/Network Engineering and Troubleshooting	3		
<b>Semester Six: [17 Credit Hours] Kent State University</b>			
CDAG 34001 Computer Animation III	3	■	
CDAG 34004 Technology of Light, Color, Design and Layout	2	■	
TAS 37900 Applied Studies Cornerstone	3	■	
TECH 34002 Advance CAD II	3	■	
ENG 21011 College Writing II	3		@SSC ENG 231 College Composition II
Kent Core Requirement	3		@SSC Transfer Module Science
<b>Semester Seven: [11-13 Credit Hours] Kent State University</b>			
CDAG 43000 Advanced Animation and Game Design	2	■	
CDAG 43001 Technology of Media and Film Production	2	■	
CDAG 43004 Unix Scripting with Applications(2) or ITEC 47413 Digital Video in Education(3) or TECH 33095 Special Topics in Applied Science in Technology	2-3	■	
Tech 31000 Cultural Dynamics of Technology (3) or TECH 33056 Cooperative Education-Professional Development (2)	2-3	■	
Kent Core Requirement	3		@SSC Transfer Module Fine Art
<b>Semester Eight: [9 Credit Hours] Kent State University</b>			
CDAG 43002 Graphic Design Technology	3	■	
CDAG 43003 Virtual Reality and Game Design	2	■	
TAS 47900 Applied Studies Capstone Seminar	3	■	
ITAP 26636 Project Management for Administrative Professionals	1		
<b>124-127 Total Credit Hours to Graduate with the BS, including transfer coursework, from Kent State University</b>			

#Course will fulfill Kent State University's Kent Core (general education) requirement.

@Course may be taken at a Community College and transferred to Kent State. However, please be aware of Kent State's residence policy ([www.kent.edu/catalog/2012/policies/requirements-undergraduate.cfm](http://www.kent.edu/catalog/2012/policies/requirements-undergraduate.cfm)).

**Note1:** Applied Courses should be chosen from an approved associate degree or a declared minor or individualized specialization selected in consultation with an advisor.

#### Graduation Requirements Summary

Minimum Total Hours	Minimum Upper-Division Hours	Kent Core Hours	Diversity Course Global/Domestic	Writing-Intensive	Minimum	
					Major GPA	Overall GPA
121	39	36	Kent Core/TECH 31000 or General Electives	TECH 31000 or TECH 33056	2.00	2.00

#### Kent Core

Students must complete a minimum 36 credit hours of the Kent Core. Certain courses required in programs and in student's major field may also fulfill the Kent Core. Honors equivalents shall satisfy the Kent Core. None of the courses on the Kent Core list may be taken with a pass/fail grade. Visit [www.kent.edu/catalog/kent-core](http://www.kent.edu/catalog/kent-core) for course list.

**Diversity Course Requirement**

Students must complete a two-course diversity requirement, consisting of one with a domestic (U.S) focus and one with a global focus. One course must come from the Kent Core. The second course may be taken as a second Kent Core, with a major or minor, or as a general elective; or, with dean's approval, by completing one semester of study in another country. Visit [www.kent.edu/catalog/diversity](http://www.kent.edu/catalog/diversity) for course list.

**Writing-Intensive Course Requirement**

Students must complete a one-course writing-intensive requirement in their major and earn a minimum C (2.00) grade. Visit [www.kent.edu/catalog/wic](http://www.kent.edu/catalog/wic) for course list.

**Upper-Division Requirement**

Students must complete a minimum 39 upper-division (numbered 30000-49999) credit hours of coursework. Programs in the college of Arts and Sciences require a minimum of 42 hours of upper-division coursework.