

Name: _____

EMPL ID: _____

Cohort: _____

CUNY Assessment Tests and Graduation Requirements	ESL 015 ___ 2cr ESL 016 ___ 2cr	ESL 081 ___ 3cr ESL 082 ___ 3cr ESL 083 ___ 2cr	ENG 091 ___ 3cr ENG 092 ___ 1cr ENG 093 ___ 3cr	MAT 010 ___ 0cr MAT 012 ___ 0cr MAT 015 ___ 0cr MAT 020 ___ 0cr MAT 022 ___ 0cr	Expected Graduation Date: _____
Reading ___ (P/F) Writing ___ (P/F) Math 1 ___ (P/F) Math 2 ___ (P/F)	ESL 025 ___ 2cr ESL 026 ___ 1cr ESL 027 ___ 1cr	ESL 084 ___ 2cr ESL 086 ___ 3cr ESL 088 ___ 2cr	<i>After passing Writing test, credits for ENG 110 earned. NOT to be included with developmental credits</i>		GPA: _____
Two Writing Intensive Courses 1 _____ 2 _____	ESL 035 ___ 2cr ESL 036 ___ 1cr ESL 037 ___ 1cr	ESL 091 ___ 3cr ESL 092 ___ 1cr ESL 093 ___ 3cr ESL 095 ___ 1cr	*ENG 094 ___ *ENG 101 ___ *ENG 102 ___		
GPA of at least 2.0 ___ (Y/N)					

All academic credits for developmental courses listed below can be counted as free electives

Must earn a grade of a D or better to acquire academic credit for a course

Required Common Core	Credits	Course	Grade
English Composition			
ENG 110– Expository Writing	3		
ENG 111– Literature & Composition	3		
Mathematical & Quantitative Reasoning	3		
MAT 100-Introduction to College Mathematics		MAT 100	
Life and Physical Sciences	3		
Natural Science Laboratory	1		
Flexible Common Core			
Individual & Society	3		
PSY 101-General Psychology		PSY 101	
OR		OR	
SOC 101-Introduction to Sociology		SOC 101	
Choose from any Flexible Common Core:	3		
Liberal Arts elective			

Major Courses Cont'd	Credits	Course	Grade
GD 201—Digital Games	3		
GD 210—Game Studio	3		
Foreign Language	3-4		
*Free Electives	1-2		

**Electives & Options: Students may choose to either take courses that interest them or courses that satisfy one of the options available at Hostos for entry into a major at a senior institution.*

Major Courses	Credits	Course	Grade
DD 101—Intro to the Digital Toolbox	3		
DD 102—Media Design in the Digital Age	3		
DD 105—2D Design	3		
DD112—Into to Web Design	3		
GD 101—Introduction to Games	3		
GD 102—Beyond Games	3		
GD 105—Intro to Actionscript Program	3		

Major Electives: Select three (3) courses From the following:	Credits	Course	Grade
DD 107—Concepts in Animation	9		
DD 111—Introduction to Sound Design		1.	
DD 113—Introduction to Motion Graphics			
DD 207—Introduction to Maya		2.	
DD 307—Advanced Maya			
GD 205—Game Programming		3.	

Total for degree completion: ___/60 credits

Notes: _____

Student Signature: _____ Date _____

Coach Signature: _____ Date _____

Hostos CC Pathways Common Core Approved Courses (30 Credits)

Required Common Core Courses			Flexible Common Core Courses				
English Composition	Mathematical and Quantitative Reasoning	Life and Physical Sciences	World Cultures & Global Issues	U.S. Experience in Its Diversity	Creative Expression	Individual and Society	Scientific World
ENG 110	MAT 100	BIO 110	ANT 101	BLS 114	ENG 203	CJ 101	BIO 120
ENG 111	MAT 105	BIO 210	BLS 101	ENG 225	ENG 204	ENG 223	BIO 130
	MAT 115	BIO 220	ENG 200	HIS 210	ENG 210	ENG 224	BIO 210
	MAT 120	BIO 230	ENG 213	HIS 211	ENG 212	ENG 228	BIO 220
	MAT 160	BIO 240	ENG 215	LAC 101	ENG 214	ENG 230	BIO 230
	MAT 210	CHE 105	ENG 222	LAC 132	ENG 221	LIN 100	BIO 240
	MAT 220	CHE 110	HIS 201	POL 101	VPA 114	LIN 102	BIO 260
	MAT 310	CHE 210	HIS 202	WGS 100	VPA 141	LIN 103	BIO 310
		CHE 220	HUM 100		VPA 181	PSY 101	CHE 210
		ENV 110	LAC 108		VPA 192	PSY 110	CHE 220
		PHY 105	LAC 118			PSY 120	CHE 310
		PHY 110	POL 207			PSY 121	CHE 312
		PHY 120	SPA 117			SOC 101	MAT 160
		PHY 210	SPA 118				MAT 210
		PHY 220	WGS 200				MAT 310
							PHY 110
							PHY 120
							PHY 210
							PHY 220
STEM*							

*Some Common Core courses in STEM fields serve also as major requirements. These courses, labeled STEM variant courses, may be found in three areas of the Common Core: Life and Physical Sciences, Mathematics and Quantitative Reasoning, and Scientific World. A particular STEM variant course may appear in more than one area of the Common Core. When this occurs, students may choose which area of the Common Core they want the course to fulfill. STEM variant courses may be more than three credits. In such cases, three credits will apply to fulfilling the Common Core; all of the course's credits will apply to the major.

Class	Course Title	Co-Requisite	Pre-Requisite
DD 101	Introduction to the Digital Toolbox		
DD 102	Media Design in the Digital Age		
DD 105	2D Design		
DD 107	Concepts in Animation		VPA 121, DD 101
DD 111	Introduction to Sound Design		DD 101
DD 112	Introduction to Web Design		ESL 91/ENG 91
DD 113	Introduction to Motion Graphics		DD 101, DD 102
DD 207	Introduction to Maya		DD 101, DD 102, DD 107, DD 205
DD 307	Advanced Maya		DD 101, DD 102, DD 107, DD 113, DD 205, DD 207
GD 101	Introduction to Games		
GD 102	Beyond Games		ENG 110
GD 105	Introduction to Actionscript Programming		DD 101
GD 201	Digital Games		DD 101, DD 112, GD 101
GD 205	Game Programming		GD 101, GD 105, DD 112
GD 210	Game Studio		GD 101, GD 105, DD 112