

Departmental/Program Major Courses (41 credits)

Required Major Courses (35 credits)

- _____ (2) CGT 10101 – Foundations of Computer Graphics Technology
- _____ (3) CGT 11600 – Geometric Modeling for Visualization and Communication
- _____ (3) CGT 11800 – Fundamentals of Imaging Technology
- _____ (3) CGT 14100 – Internet Foundations, Development & Technologies
- _____ (3) CGT 21500 – CG Programming I (**CNIT 17500**)
- _____ (3) CGT 24100 – Intro to Computer Animation
- _____ (1) CGT 25001 – Professional Practices I
- _____ (3) CGT 25600 – Human Computer Interface Theory & Design
- _____ (3) CGT 34000 – Digital Lighting & Rendering for Computer Animation
- _____ (3) CGT 34500 – Game Development III: Environment Modeling for Games
- _____ (2) CGT 41101 – Contemporary Problems in Applied CGT I
- _____ (2) CGT 41201 – Contemporary Problems in Applied CGT II
- _____ (3) CGT 44500 – Game Development IV: Procedural Asset Creation for Games
- _____ (1) CGT 45001 – Professional Practices II

Major Selectives* - Select 2 of the following courses (6 credits)

- _____ (3) ¹CGT Selective - (**CGT 24500**)
- _____ (3) ¹CGT Selective - (**CGT 25500**)

Other Departmental /Program Course Requirements (64 credits)

- _____ (3) COM 11400 – Speech Communication (***SPCH-S 121**) (*satisfies Oral Communication for core*)
- _____ (3) ECON 21000 – Principles of Economics (***ECON-E 103 or *ECON-E 104**) (*satisfies Human Culture Behavior/Social Science for core*)
- _____ (3) ENGL 10600 or ENGL 10800 (***ENG-W 131**) (*satisfies Written Communication for core*)
- _____ (3) MA 15800 – PreCalculus (*satisfies Quantitative Reasoning Selective for core*)
- _____ (3) MA 16010 – Applied Calculus I (*satisfies Quantitative Reasoning Selective for core*)
- _____ (3) MGMT 45500 – Legal Background for Business I (**TLI 45700 or *BUS-L 203**)
- _____ (4) PHYS 21800 – General Physics (***PHYS-P 201**) (*satisfies Science Selective for core*)
- _____ (3) PSY 12000 – Elementary Psychology (***PSY-P 103**) (*satisfies Human Culture Behavioral/Social Science for core*)
- _____ (3) TECH 12000 – Design Thinking (*satisfies Information Literacy AND Science, Technology & Society Selective for core*)
- _____ (3) ²Human Cultures (*satisfies Humanities for core*)
- _____ (6) Humanities Electives
- _____ (3) ³Science Selective (*satisfies Science Selective for core*)
- _____ (9) ⁴Technical Electives (**CGT 30800, CGT 30900, and CGT 39000**)
- _____ (3) ⁵Advanced English Selective
- _____ (3) ⁶Statistics Selective
- _____ (3) ⁷Management Elective
- _____ (3) ⁸Communication Selective
- _____ (3) ⁹CGT Global Selective

Electives (15 credits)

- | | | | |
|-------------------------|--------------------------------|--------------------------------|--------------------------------|
| _____ (3) Free Elective | _____ (3) Free Elective | _____ (3) Free Elective | _____ (3) Free Elective |
| _____ (3) Free Elective | _____ (3) (CGT 11100) | _____ (3) (CGT 32101) | _____ (3) (TLI 11200) |

University Core Requirements

Human Cultures Humanities	<input type="checkbox"/>	_____	Science, Tech & Society Selective	<input type="checkbox"/>	TECH 12000
Human Cultures Behavioral/Social Science	<input type="checkbox"/>	ECON 21000 (*ECON-E 103)	Written Communication	<input type="checkbox"/>	ENGL 10600 or 10800 (*ENG-W 131)
Information Literacy	<input type="checkbox"/>	TECH 12000	Oral Communication	<input type="checkbox"/>	COM 11400 (*SPCH-S 121)
Science Selective	<input type="checkbox"/>	PHYS 21800 (*PHYS-P 201)	Quantitative Reasoning	<input type="checkbox"/>	MA 15800
Science Selective	<input type="checkbox"/>	_____			

***Denotes Richmond Location Course Offering**

**The student is ultimately responsible for knowing and completing all degree requirements.
myPurduePlan is knowledge source for specific requirements and completion.**

Computer Graphics Technology – Game Development & Design (GASD)

Suggested Arrangement of Courses:

Cr	Fall 1st Year	Prerequisite	Cr	Spring 1st Year	Prerequisite
3	English Selective* *ENG-W 131 (IUE)		3	COM 11400 Speech Communication* *SPCH-S 121 (IUE)	
3	MA 15800 Pre-calculus*	ALEKS 60%	3	MA 16010 Applied Calculus I*	MA 15800 or ALEKS 75%
2	CGT 10101 Foundations of CGT		3	CGT 11600 Geo Mdl Visual & Comm	
3	CGT 11100 Design for Vis & Com [Free Elective]		3	CGT 14100 Internet Fdtn Dev & Tech	
3	TECH 12000 Design Thinking *		3	PSY 12000 Elem. Psychology* *PSY-P 103 (IUE)	
14			15		

Cr	Fall 2nd Year	Prerequisite	Cr	Spring 2nd Year	Prerequisite
3	CGT 21500 CG Programming I CNIT 17500 Visual Programming		3	CGT 25600 Human Computer Interface Theory & Design	CGT 11100, CGT 11800
3	CGT 24500 Game Development I [CGT Selective]	C: CNIT 17500 & CGT 24100	3	CGT 25500 Game Development II [CGT Selective]	CGT 24500
3	CGT 11800 Fund. Of Imaging Tech		3	ECON 21000 Principles of Econ *ECON-E 103 or *ECON-E 104 (IUE)	
3	CGT 24100 Intro to Computer Animation	CGT 11600	3	MGMT 45500 Leg. Background for Bus I TLI 45700 Technology Policy & Law or *BUS-L 203 (IUE)	
4	PHYS 21800 Gen Physics* *PHYS-P 201, 5cr (IUE)	MA 15800	3	Human Culture: Humanities Core*	
16			15		

Cr	Fall 3rd Year	Prerequisite	Cr	Spring 3rd Year	Prerequisite
3	CGT 32101 Digital Illustration [Free Elective]	CGT 11800	3	CGT 30800 Prepress Prod & Des [Technical Elective]	CGT 11100
3	CGT 34000 Digital Light & Rendering	CGT 24100	3	CGT 30900 Internship in CGT [Technical Elective]	JR Standing
3	CGT 34500 Game Development III	CGT 25500	3	CGT 44500 Game Development IV	CGT 34500
3	Advanced English Selective ENGL 42100 Technical Writing or *ENG-W 231 Prof Writ Skills (IUE)	*ENG-W 131 (IUE)	3	CGT Globalization Selective TECH 33000 Tech & Global Society	TECH 12000
3	Science Foundational Selective Core*		3	TLI 11200 Foundations of Org Lead [Free Elective & TECH 320 Alternative]	
15			15		

Cr	Fall 4th Year	Prerequisite	Cr	Spring 4th Year	Prerequisite
2	CGT 41101 Contemporary Problems in Applied Computer Graphics I	SR Standing	2	CGT 41201 Contemporary Problems in Applied Computer Graphics II	CGT 41101 SR Standing
1	CGT 25001 Computer Graphics Professional Practices I	SR Standing	1	CGT 450001 Computer Graphics Professional Practice II	CGT 25001 SR Standing
3	Free Elective		3	Communication Selective COM 32000 Small Group Comm or 300/400 *CMCL-C/*SPCH (IUE)	*SPCH-S 121 (IUE)
3	Management Selective TLI 31400 Leading Innov. in Orgs	TLI 11200	3	CGT 39000 Digital Photography [Technical Elective]	
3	Statistics Selective STAT 30100, *MATH-K 300 (IUE), or *PSY-K 300 (IUE)	*MATH-M 123 (IUE)	3	Free Elective	
3	Humanities Elective		3	Humanities Elective	
15			15		

*Satisfies a University Core Requirement

Students must earn a "C-" or better in all CGT courses.

120 semester credits required for Bachelor of Science degree.

2.0 Graduation GPA required for Bachelor of Science degree.

Purdue policy states that a student may attempt a course no more than three (3) times. An attempt is defined as all courses displayed on a student's transcript including, but not limited to A,B,C,D,E,F,W,WF,I and IF

Each student must have 32 credit hours of 300- or 400-level Purdue courses for graduation at the location conferring the degree.

The student is ultimately responsible for knowing and completing all degree requirements.

myPurduePlan is knowledge source for specific requirements and completion.

SUPPLEMENTAL CGT INFORMATION

Bold indicates courses offered at Richmond Location.

See Student Services Coordinator for course availability.

***Indicates IUE courses for Richmond Location only.**

¹CGT SELECTIVES:

Animation

CGT 24100	Intro to Computer Animation
CGT 34000	Digital Lighting & Rendering for Computer Animation
CGT 34100	Motion for Computer Animation
CGT 44200	Production for Computer Animation
CGT 44600	Post-Production & Special Effects for Computer Animation

Computer Graphics Technology

CGT 11100	Design for Visualization and Communication
CGT 11200	Sketching for Visualization and Communication
CGT 11600	Geometric Modeling for Visualization and Communication
CGT 25600	Human Computer Interface Theory & Design
CGT 32101	Digital Illustration
CGT 35300	Principles of Interactive & Dynamic Media
CGT 35600	Web Programming, Development, & Data Integration
CGT 39000	Digital Photography
CGT 45600	Advanced Web Programming, Development, & Data Integration

Game Development & Design

CGT 24100	Intro to Computer Animation
CGT 24500	Game Development I: Core Skills & Technologies
CGT 25500	Game Development II: Design & Psychology
CGT 25600	Human Computer Interface Theory & Design
CGT 34000	Digital Lighting & Rendering for Computer Animation
CGT 34500	Game Development III: Environment Modeling for Games
CGT 44500	Game Development IV: Procedural Asset Creation for Games

Web Programming & Design

CGT 25600	Human Computer Interface Theory & Design
CGT 35300	Principles of Interactive & Dynamic Media
CGT 35600	Web Programming, Development, & Data Integration
CGT 45600	Advanced Web Programming, Development, & Data Integration

²HUMAN CULTURES: HUMANITIES CORE:

See <http://www.purdue.edu/provost/initiatives/curriculum/course.html> for approved Humanities Core Courses.

*ENGL-L 204	*FREN-F 100, *FREN-F 150,	*PHIL-P 100, *PHIL-P 120, *PHIL-P 140
*FINA-A 101, *FINA-A 102	*FREN-F 200, *FREN-F 250	*SPAN-S 100, *SPAN-S 150,
*FINA-F 100, *FINA-H 100	*HIST-H 105, *HIST-H 106	*SPAN-S 200, *SPAN-S 250
*FINA-S 200, *FINA-S 260	*MUS-M 174, *MUS-T 101, *MUS-Z 393	*THTR-T 210

³SCIENCE FOUNDATIONAL SELECTIVE CORE:

See <http://www.purdue.edu/provost/initiatives/curriculum/course.html> for approved Science Core Courses.

*ANTH-A 103	*CHEM-C 106 + *CHEM-C 126
*BIOL-L 101 + *BIOL-L 102	*GEOL-G 111
*CHEM-C 105 + *CHEM-C 125,	*PHYS-P 202

⁴TECHNICAL ELECTIVES:

Any Course within the **Purdue Polytechnic Institute**, Engineering, Management, or Science.

CGT 30800	Prepress Production & Design	CGT 39000	Digital Photography
CGT 30900	Internship in CGT		

⁵ADVANCED ENGLISH SELECTIVE:

ENGL 20500	Introduction to Creative Writing	ENGL 42000	Business Writing
ENGL 30400	Advanced Composition	ENGL 42100	Technical Writing
ENGL 41900	Multimedia Writing	*ENG-W 231	

⁶STATISTICS SELECTIVE:

IT 34200	Introduction to Statistical Quality	*MATH-K 300,	*PSY-K 300
PSY 20100	Introduction to Statistics in Psychology	STAT 35000	Introduction to Statistics
STAT 22500	Introduction to Probability Models		
STAT 30100	Elementary Statistical Methods		

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⁷MANAGEMENT SELECTIVE:

Any Course in Economics (ECON), Entrepreneurship (ENTR), Management (MGMT), Organizational Behavior & Human Resources (OBHR), Organizational Leadership & Supervision (OLS) or Technology, Leadership & Innovation (TLI).

TLI 31400 Leading Innovation in Organizations

⁸COMMUNICATION SELECTIVE:

COM 30000 or 40000 Level

COM 32000 Small Group Communication
***300- or 400-level courses in *SPCH-S or *CMCL-C**

⁹CGT GLOBALIZATION SELECTIVE:

***ANTH-A 104**

***FREN-F 200**

***POLS-Y 324**

***SOC-S 335**

***ANTH-E 300**

***FREN-F 250**

***PSY-P 103**

***SPAN-S 200**

***ANTH-E 320**

***POLS-Y 206**

***SOC-S 100**

***SPAN-S 250**

AAS 27100	Intro to African American Studies		HIST 19500	Historical Research & Film!
AAS 37300	History of Injustice		HIST 33805	History of Human Rights
AGR 20100	Communication Across Cultures		HIST 36600	Hispanic Heritage of the USA
ANSC 38100	Leadership for a Diverse Workplace		HIST 37700	History & Culture of Native America
ANTH 20500	Human Culture Diversity		HIST 46900	Black Civil Rights Movement
ANTH 21200	Culture, Food and Health		HIST 47900	Amer. Representations of Middle East & North Africa
ANTH 23000	Gender Across Cultures		HIST 49900	History of Sexual Regulation in the US
ANTH 34000	Global Perspectives on Health		HTM 37000	Sustainable Tourism & Responsible Travel
ANTH 37900	Native American Cultures		HTM 37200	Global Tourism Geography
ARAB 28000	Arabic Culture		PHIL 11400	Global Moral Issues
ASAM 24000	Intr to Asian American Studies		PHIL 43500	Philosophy of Mindy
AT 23300	Ethics and Aviation		POL 22200	Women, Politics & Public Policy
CNIT 32000	Policy, Regulation, & Globalization in IT		POL 23500	Rich & Poor Nations
COM 22400	Communicating in the Global Workplace		POL 32600	Black Political Participation in America
COM 30300	Intercultural Communication		POL 36000	Women and the Law
COM 32000	Small Group Communication		POL 42900	It's a Complex World
COM 38000	Sociolinguistic Study of African Amer. English		PSY 12000	Elementary Psychology
COM 41200	Theories of Human Interaction		PSY 25000	Psychology of Adjustment
ECET 29000	International Experience		PSY 25100	Health Psychology
ECET 38001	Global Professional Issues in ET		SOC 10000	Intro to Sociology
EDPS 30100	Peer Counseling Training		SOC 31000	Racial and Ethnic Diversity
EDPS 31500	Collaborative Leadership: Listening		SOC 33900	Intro to Sociology of Developing Nations
EDPS 31700	Collaborative Leadership: Mentoring		TECH 33000	Technology & the Global Society
ENGL 41400	Literature & Culture		TLI 31400	Leading Innovations in Organizations
HDFS 23300	Stress & Human Health		WGSS 28200	Intro to LGBT Studies
HDFS 28000	Diversity in Individual & Family Life		WGSS 38000	Gender & Multiculturalism
HDFS 33200	Stress & Coping in Contemporary Families		WGSS 38300	Women and Work
HEBR 38500	The Holocaust in Modern Hebrew Literature		Any Foreign Language course 20100, 20200, 30100, 30200, 40100, 40200	

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INTERCULTURAL REQUIREMENT:

1. Complete Intercultural Development Inventory (IDI) Pre and Post Test
2. Complete Beliefs, Events, and Values Inventory (BEVI) Pre and Post Test
3. Complete Intercultural Knowledge and Effectiveness (IKE)
4. Complete CGT Global Course, Faculty Lead Study Abroad, International Internship, or International Capstone/Collaborative Project

HUMANITIES REQUIREMENT (1 REQUIRED):

- A. Participation in Computational Arts Circle
- B. Complete courses within major that have Humanities Integrated into their assignments
- C. Complete course within major that have partnered with Humanities Professor
- D. Complete 2 additional Humanities Courses which would complete the Cornerstone Requirement

PROFESSIONAL REQUIREMENT (1 REQUIRED):

- A. Complete an Internship
- B. Complete a Co-op
- C. Employment during the academic year related to Major Field of Study
- D. Complete an in-class internship-like experience created by Major
- E. Student Proposed Alternative: must be commensurate with the expectations of Professional Requirements related to Major Field of Study