

## Academic Articulation Agreement

Northeast State Community College and East Tennessee State University

Academic Program: Bachelor of Science in Digital Media (All pathways)

Northeast State Community College (NeSCC) and East Tennessee State University (ETSU) recognize the need for and the importance of facilitating the transfer of students from one institution to the other as they pursue their educational goals. Therefore, NeSCC and ETSU enter into this agreement for the purpose of articulating policies and procedures governing the matriculation of NeSCC graduates at ETSU.

### 1. Holders of Associate of Science Degrees

- A. Students who have been certified as earning an Associate of Science in University Parallel: Digital Media from NeSCC based upon a baccalaureate-oriented sequence of courses are guaranteed admission to ETSU. Students who have completed a minimum of 12 college-level semester hours before enrollment at ETSU must have a 2.00 grade-point average to be admitted to the University.
- B. These students will be classified as juniors.
- C. These students will have satisfied all lower division general education core requirements of the modified core for a Bachelor of Science in Digital Media at ETSU. (See attached articulation course matrix)
- D. Students must meet all other graduation requirements of ETSU, both general graduation requirements and those particular to the major. This includes minimum semester hour and grade point average requirements, upper division credit requirements, residency requirements, and minimum credits earned at an accredited four-year institution as stipulated in the ETSU catalog.

### 2. Transfer Credits

- A. Transfer students from NeSCC who have taken a baccalaureate-oriented course of study, but have not completed an associate degree, or who have pursued the associate of applied science curriculum will receive credit on a course-by-course basis. Any course with a grade of C or better will be evaluated for credit.

### 3. Admission to East Tennessee State University's Program

- A. Admission to ETSU does not necessarily guarantee admission to the Bachelor of Science in Digital Media program. The requirements for admission to this program are outlined in the ETSU catalog and students should be familiar with the specific requirements of their intended major.
- B. This program is part of a consortium agreement between NeSCC and ETSU.
  - i. Northeast State students who declare University Parallel: Digital Media as their major, must also apply to ETSU as a visiting student.
  - ii. Students must complete and submit the 'Northeast State Community College Consortium Agreement Information' form through NeSCC's financial aid office.
  - iii. Program specific courses (DIGM) will be completed through ETSU at a reduction of 50% of the current ETSU Digital Media per credit hour fee.

- iv. Credits earned at ETSU for program specific courses will be applied at NeSCC to successfully fulfill NeSCC degree requirements.

**4. Financial Aid**

- A. Students admitted to ETSU from NeSCC may be eligible for merit scholarships based on academic performance, as well as other forms of financial aid.
- B. All NeSCC graduates who transfer as full-time students to ETSU are eligible for financial aid on the same basis as any ETSU student.

**5. Responsibility of East Tennessee State University**

- A. During the period of this agreement, ETSU agrees to:
  - i. publish annually a transfer equivalency table (developed by the ETSU Registrar's Office) for Northeast State Community College students to use in planning their program of study.

**6. Responsibility of Northeast State Community College**

- A. During the period of this agreement, NeSCC agrees to:
  - i. publicize this agreement to its students, faculty, and administration; and,
  - ii. provide NeSCC students and prospective students a description of the recommended Bachelor of Science in Digital Media curriculum; and,
  - iii. review the performance of NeSCC graduates who matriculate at ETSU, assessing student academic preparation, and the success of the general program courses.

**7. Institutional Cooperation**

- A. During the period of this agreement, both institutions agree to:
  - i. arrange articulation meetings to consider appropriate major course equivalencies between NeSCC and ETSU. As needed, academic affairs officials at each institution will arrange annual articulation meetings with the appropriate faculty, dean, or chair of the respective academic program to discuss topics including, but not limited to, curricular changes, student success initiatives, and other transfer topics.

**8. Dissolution of Agreement**

- A. The above provisions are agreed to and shall go into effect when signed by the appropriate institutional representatives. They shall remain in force until superseded by official action of either institution.
- B. Should either or both institutions decide to withdraw from this agreement, it is agreed that all students enrolled in this program under this agreement will be given the opportunity to complete the program of study described in this articulation agreement.





# ARTICULATION/TRANSFER AGREEMENT

## EAST TENNESSEE STATE UNIVERSITY

Bachelor of Science in Digital Media (All Concentrations and Pathways)

## NORTHEAST STATE COMMUNITY COLLEGE

Associate of Science in University Parallel: Digital Media (Transfer to East Tennessee State University)

\*This agreement is part of a consortium agreement. Please refer to the Articulation Agreement document for more information.

### Northeast State Community College

Fall	CH	Spring	CH	Fall	CH	Spring	CH
Guided Elective – Digital Media Approved Course <sup>2</sup>	4	Guided Elective – Digital Media Approved Course <sup>2</sup>	4	Guided Elective – Digital Media Approved Course <sup>2</sup>	4	Guided Elective – Digital Media Approved Course <sup>2</sup>	4
Behavioral and Social Science Elective <sup>1</sup>	3	ENGL 1020 – English Composition II	3	Behavioral and Social Science Elective <sup>1</sup>	3	HUM 2350 – Technology in Society	3
EDUC 1030 – College and Lifelong Learning	3	HIST 2010 – Early United States History	3	HIST 2020 – Modern United States History	3	Communication Elective <sup>3</sup>	3
ENGL 1010 – English Composition I	3	Natural Science Elective <sup>4</sup>	4	Natural Science Elective <sup>4</sup>	4	ART 2020 – Art History Survey II	3
MATH 1710 – Pre-Calculus Algebra	3			Literature Elective <sup>3</sup>	3		
	16		14		17		13

**TOTAL HOURS: 60**

<sup>1</sup>BSS Elective: Select two: ANTH 1230; ECON 1050, 2100, 2200; GEOG 1012; SOCI 1010, 1040, WGST 2050

<sup>2</sup>Digital Media Guided Elective: Select all: DIGM 1400, 1500, 1800, 1900 (See below)

<sup>3</sup>LIT Elective: Select one: ENGL 2045, 2110, 2120, 2210, 2220, 2330

<sup>4</sup>SCI Elective: Select one: ASTR 1010, 1020; BIOL 1110, 1120, 2010, 2020; CHEM 1110, 1120

<sup>5</sup>COMM Elective: Select one: COMM 2045, 2055

Digital Media guided electives are taken as a special student at East Tennessee State University and are approved by the advisor. An additional fee will apply for these courses. Please see the consortium agreement for more information.

- DIGM 1400 – Principles of Visual Effects and Motion Graphics: 4 credit hours
- DIGM 1500 – Principles of Digital Game Design: 4 credit hours
- DIGM 1800 – Principles of Digital Animation: 4 credit hours
- DIGM 1900 – Principles of Visualization: 4 credit hours



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**East Tennessee State University**

**Game Design – Design Pathway**

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3530 – Game Design	4
	CSCI 1250 – Introduction to Computer Science I	4	DIGM 2824 – Technical Direction	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	<b>Total</b>	<b>12</b>		<b>Total</b>
Second Year	DIGM 3540 – Interaction for Game Design	4	DIGM 4550 – Game Play and Testing	4
	DIGM 3450 – Procedural Modeling and Effects Simulation	4	ENTC 3030 – Technical Communication	3
	Advisor Guided Elective	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	<b>Total</b>	<b>12</b>		<b>Total</b>
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
<b>Total</b>	<b>14</b>		<b>Total</b>	

**TOTAL HOURS: 64**

**Game Design – Asset Development Pathway**

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 2750 – 3D Fundamentals	4
	DIGM 2530 – High-Fidelity Modeling for Entertainment	4	DIGM 3120 – 3D Lighting and Rendering	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	<b>Total</b>	<b>12</b>		<b>Total</b>
Second Year	DIGM 3110 – 3D Model Design	4	DIGM 4550 – Game Play and Testing	4
	DIGM 4560 – Reality Capture	4	ENTC 3030 – Technical Communication	3
	Advisor Guided Elective	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	<b>Total</b>	<b>12</b>		<b>Total</b>
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
<b>Total</b>	<b>14</b>		<b>Total</b>	

**TOTAL HOURS: 64**



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### Visual Effects – Effects Pathway

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3410 – Visual Effects Compositing	4
	DIGM 2900 – Editing for DIGM	4	Advisor Guided Elective	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	DIGM 2720 – Raster-Based Imaging	4		
	<b>Total</b>	<b>12</b>		<b>Total</b> <b>12</b>
Second Year	DIGM 4410 – DIGM for Film and Effects	4	DIGM 3120 – 3D Lighting and Rendering	4
	DIGM 3450 – Procedural Modeling and Effects Simulation	4	Advisor Guided Elective	4
	ENTC 3030 – Technical Communication	3	Advisor Guided Elective	4
	ARTH 2010 – Art History Survey I	3		
	<b>Total</b>	<b>14</b>		<b>Total</b> <b>12</b>
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
	<b>Total</b>	<b>14</b>		<b>Total</b>

**TOTAL HOURS: 64**

### Visual Effects – Motion Graphics Pathway

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3420 – 2D Motion Graphics	4
	DIGM 2900 – Editing for DIGM	4	Advisor Guided Elective	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	DIGM 2720 – Raster-Based Imaging	4		
	<b>Total</b>	<b>12</b>		<b>Total</b> <b>12</b>
Second Year	DIGM 3220 – Digital Publishing	4	Advisor Guided Elective	4
	DIGM 3430 – 3D Motion Graphics	4	ENTC 3030 – Technical Communication	3
	DIGM 4410 – Digital Media for Film and Effects	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	<b>Total</b>	<b>12</b>		<b>Total</b> <b>14</b>
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
	<b>Total</b>	<b>14</b>		<b>Total</b>

**TOTAL HOURS: 64**



**DIGM Animation – 2D Pathway**

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3230 - Storyboarding	4
	DIGM 2870 – Animation Fundamentals	4	DIGM 2730 – 2D Character Construction	4
	MATH 1530 – Probability and Statistics	3	DIGM 2824 – Technical Direction	4
	Advisor Guided Elective	4		
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>12</b>
Second Year	DIGM 3140 – 2D Animation	4	DIGM 4854 – Character Animation	4
	ENTC 3030 – Technical Communication	3	Advisor Guided Elective	4
	Advisor Guided Elective	4	Advisor Guided Elective	4
	ARTH 2010 – Art History Survey I	3		
	<b>Total</b>	<b>14</b>	<b>Total</b>	<b>12</b>
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
<b>Total</b>	<b>14</b>	<b>Total</b>		

**TOTAL HOURS: 64**

**DIGM Animation – 3D Pathway**

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 4854 – Character Animation	4
	DIGM 2870 – Animation Fundamentals	4	DIGM 2824 – Technical Direction	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>12</b>
Second Year	DIGM 3130 – 3D Animation	4	DIGM 3120 – 3D Lighting and Rendering	4
	ENTC 3030 – Technical Communication	3	Advisor Guided Elective	4
	Advisor Guided Elective	4	Advisor Guided Elective	4
	ARTH 2010 – Art History Survey I	3		
	<b>Total</b>	<b>14</b>	<b>Total</b>	<b>12</b>
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
<b>Total</b>	<b>14</b>	<b>Total</b>		

**TOTAL HOURS: 64**



**DIGM Visualization – Digital Communications Pathway**

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 2710 – 2D Content Creation	4
	DIGM 2720 – Raster-Based Imaging	4	Advisor Guided Elective	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>12</b>
Second Year	DIGM 3230 - Storyboarding	4	DIGM 3420 – 2D Motion Graphics	4
	DIGM 3220 – Digital Publishing	4	ENTC 3030 – Technical Communication	3
	Advisor Guided Elective	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>14</b>
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
	<b>Total</b>	<b>14</b>	<b>Total</b>	

**TOTAL HOURS: 64**

**DIGM Visualization – Concept Development Pathway**

	Fall	CH	Spring	CH
First Year	DIGM 2990 – Mid-Point Review	1	DIGM 3230 - Storyboarding	4
	DIGM 2720 – Raster-Based Imaging	4	DIGM 2730 – 2D Character Construction	4
	MATH 1530 – Probability and Statistics	3	Advisor Guided Elective	4
	Advisor Guided Elective	4		
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>12</b>
Second Year	DIGM 3140 – 2D Animation	4	DIGM 4854 – Character Animation	4
	DIGM 3240 – Concept Art	4	ENTC 3030 – Technical Communication	3
	Advisor Guided Elective	4	Advisor Guided Elective	4
			ARTH 2010 – Art History Survey I	3
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>14</b>
Third Year	DIGM 4930 – Portfolio Development for Digital Media	3		
	DIGM 4930 – Portfolio Development for Digital Media Lab	1		
	Advisor Guided Elective	4		
	CSCI 1100 – Using Information Technology	3		
	DIGM 2660 – Topics in Digital Media History	3		
	<b>Total</b>	<b>14</b>	<b>Total</b>	

**TOTAL HOURS: 64**

**TOTAL DEGREE HOURS: 60 + 64 = 124**

USING INFORMATION TECHNOLOGY proficiency required, either by passing a proficiency exam or CSCI 1100 completion. See the website (UIT Proficiency Requirement) for additional information.