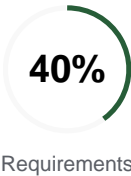


Utah Valley University

Student name	Schultz, Ryan
Student ID	10934994
Degree	Bachelor of Science
Audit date	08/17/2023 4:26 AM

Degree progress



Overall GPA
2.88

Level Undergraduate **Classification** Sophomore **Major** Animation and Game Development **Program** Animation/Game Development-BS **College** College of Engineering & Tech. **Catalog Year** 2021-2022 (BS-AGD2) **Degree Effective Term** 2021 FALL (BS-AGD2) **Degree Priority** 1 (BS-AGD2) **Academic Standing** Good Standing **Transfer Credits** 20 **Overall GPA** 2.88 **Financial Aid Completion Rate** 95% **Advisor** Joyce Porter (Academic Major) **Advisor Email** joyce.porter@uvu.edu (Academic Major) **Student Email** 10934994@uvu.edu **Attributes** SE2~SE - Open Path, UAS~University Advanced Standing

DEGREE SUMMARY for BS - Animation & Game Developme

INCOMPLETE

Credits required: 120 Credits applied: 50 Catalog year: 2021-2022 GPA: 2.88

Unmet conditions for this set of requirements: 120 credits overall are required. You have taken 69 but need 51 more credits.
A minimum of 40 credits in Upper Division are required. You have taken 0 but need 40 more credits.

<input type="radio"/> 40 Hours of Upper Division	Still needed: A minimum of 40 credits in Upper Division are required. See above for Remaining hours.
<input checked="" type="checkbox"/> 2.0 GPA Requirement Met	
<input checked="" type="checkbox"/> No Incomplete ('I') Grades	'I' grades received prior to Fall of 1992 do not prevent graduation.
<input checked="" type="checkbox"/> No Missing ('M') Grades	
<input type="radio"/> General Education	Still needed: See General Education - AGD section
<input type="radio"/> Animation & Game Development Core	Still needed: See Animation and Game Development Core-BS section
<input type="radio"/> Global Intercultural Requirement	Still needed: See Global Intercultural Requirement section

General Education - AGD

INCOMPLETE

Credits required: 35 Credits applied: 35 Catalog year: 2021-2022 GPA: 2.60

	Course	Title	Grade	Credits	Term
<input checked="" type="checkbox"/> Literacies & Comp./Introduction to Academic Writing	ENGL 1010	Intro to Acad Writing CC	TB-	5	2021 FALL
	Satisfied by:	ENGL1010E - Intro To Academic Writing Exte - Southern Utah University			
<input checked="" type="checkbox"/> Intermediate Writing/Academic Writing and Research	ENGL 2010	Intermediate Writing CC	B-	3	2023 SPRING
<input checked="" type="checkbox"/> Quantitative Literacy	MATH 1050	College Algebra QL	D+	4	2021 SPRING

Utah Valley University			Schultz, Ryan - 10934994		
✔ American Institutions					
✔ Option 1	POLS 1100	American National Government AS	C-	3	2022 FALL
○ Ethics and Values	Still needed:	1 Class in PHIL 2050 or 205H or 205G			
✔ Personal Health & Wellness OR Fitness for Life	EXSC 1097	Fitness for Life TE	B	2	2023 SPRING
📘 HUMANITIES DISTRIBUTION	HUM 1010	Humanities Through the Arts HH	IP	(3)	2023 FALL
✔ Fine Arts Distribution					
✔ Fine Arts	MUSC 1030	American Popular Music FF	A	3	2023 SPRING
✔ Social/Behavioral Science Distribution	SOC 1010	Introduction to Sociology SS	A	3	2021 SPRING
📘 Biology Distribution	NUTR 2020	Nutrition Thru Life Cycle BB	IP	(3)	2023 FALL
✔ Physical Science Distribution	ASTR 1040 ASTR 1040 recommended.	Elementary Astronomy PP	C	3	2022 FALL
✔ Third Science Distribution	NUTR 1020 Satisfied by:	Foundations Human Nutrition BB NFS1020 - Sci Fndtns Human Nutrition BB - Southern Utah University	TB-	3	2022 SPRING

Animation and Game Development Core-BS

INCOMPLETE

Credits required: 85
Credits applied: 15
Catalog year: 2021-2022
GPA: 3.31

Unmet conditions for this set of requirements:
85 credits are required. You currently have 15, you still need 70 more credits.

All courses must be passed with a C- grade or higher for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.

Your GPA is 3.31; a GPA of 2.5 is required

	Course	Title	Grade	Credits	Term
✔ Digital Media Essentials I	DGM 1110	Digital Media Essentials I	A	4	2023 SPRING
✔ Scripting Essentials	DGM 1610	Scripting for Animation I	B	3	2023 SPRING
📘 Animation Essentials	DAGV 1300	Animation Essentials	IP	(2)	2023 FALL
✔ 3D Modeling Essentials	DGM 1660	Intro to 3D Modeling	B-	3	2022 FALL
○ 3D Modeling and Animation	Still needed:	1 Class in DAGV 2210			
○ Introduction to Rigging	Still needed:	1 Class in DAGV 2330			
○ Game Development I	Still needed:	1 Class in DAGV 2460			
○ Game Development II	Still needed:	1 Class in DAGV 2470			
○ Animation I	Still needed:	1 Class in DAGV 2230			

<input type="radio"/> Character Development	Still needed:	1 Class in DAGV 2240
<input type="radio"/> Digital Storyboarding	Still needed:	1 Class in DAGV 2340
<input type="radio"/> Scripting for Animation I	Still needed:	1 Class in DAGV 2440
<input type="radio"/> Corporate Issues Dig Media WE	Still needed:	1 Class in DGM 3110
<input type="radio"/> Digital Media Intercul Comm GI	Still needed:	1 Class in DGM 312G DGM 312G fills the Global Intercultural Requirement
<input type="radio"/> Digital Lecture Series --1 Credit	Still needed:	1 Credit in DWDD 301R
<input type="radio"/> Digital Media Project Mgmt	Still needed:	1 Class in DGM 3220
<input type="radio"/> Animation Story Development WE	Still needed:	1 Class in DAGV 3470
<input type="radio"/> Technical Design and Direction	Still needed:	1 Class in DAGV 3310
<input type="radio"/> Animation/Game Production I	Still needed:	1 Class in DAGV 3350
<input type="radio"/> Advanced Character Rigging	Still needed:	1 Class in DAGV 3360
<input type="radio"/> Scripting Anim/Games II	Still needed:	1 Class in DAGV 3440
<input type="radio"/> Animation/Game Production II	Still needed:	1 Class in DAGV 3450
<input type="radio"/> Senior Capstone I	Still needed:	1 Class in DGM 4310
<input type="radio"/> Senior Capstone II	Still needed:	1 Class in DGM 4410
<input type="radio"/> Advanced Tech Direction I	Still needed:	1 Class in DAGV 4350
<input type="radio"/> Advanced Tech Direction II	Still needed:	1 Class in DAGV 4450
<input type="radio"/> Animation & Game Development Electives--7 Credits	CS 1400 Still needed:	Fundamentals of Programming IP (3) 2023 FALL 4 Credits in ART 1110 or 1210 or 2250 or CS 1410 or DGM 2600 or 260R or 281R or 360R or DAGV 3460 or DGM 3641 or DAGV 4550 or DGM 481R or THEA 1033

Global Intercultural Requirement

INCOMPLETE

Catalog year: 2021-2022 GPA: 0.00

Before completing this requirement, please meet with your advisor to see if a course is already required in your program. Complete 1 class that meets the Global Intercultural requirement. See your advisor for suggestions. *ATTENTION: Classes that end in G must also have the GI attribute. Transfer courses (even those ending in G) RARELY fulfill this requirement. Transfer credit petitions should be sought as soon as possible, as those applying for exceptions are not always approved and a student may still be required to take a course with the GI attribute.

<input type="radio"/> Global Intercultural Requirement	Still needed:	1 Class in ACC 312G or AIST 327G or 358G or 3600 or 3810 or 3830 or HIST 384G or AIST 3850 or ANTH 101G or 103G or 180G or ARTH 309G or ASL 202G or 385G or AVSC 410G or SW 3860 or CHIN 202G or CHST 200G or 362G or 363G or 373G or 375G or 416G or CINE 217G or ESMG 445G or CJ 470G or SLSS 405G or CMGT 405G or COMM 207G or 217G or 314G or 319G or 332G or 362G or
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CS 305G or **DANC** 256G or **DENT** 360G or 406G or **DGM** 312G or **ECON** 305G or **EDEL** 330G or 443G or **EDSC** 445G or **ENGL** 217G or 314G or 357G or 374G or 376G or 476G or **ESMG** 310G or 425G or 445G or **EXSC** 270G or **FAMS** 240G or **FREN** 202G or 351G or 352G or 353G or **GEOG** 130G or **GER** 202G or 351G or **HIST** 151G or **AIST** 180G or **HIST** 204G or 205G or 320G or 321G or 322G or 323G or 345G or 366G or **RUS** 367G or **HIST** 382G or 430G or 461G or 463G or 466G or **HLTH** 350G or 440G or **HUM** 101G or 201G or 202G or 203G or 204G or **INFO** 405G or **JPNS** 202G or **LEGL** 418G or 430G or **MGMT** 330G or 332G or **MKTG** 220G or 335G or **MUSC** 102G or **NURS** 441G or **PHIL** 205G or **POLS** 230G or 356G or 362G or **PORT** 202G or 352G or **REC** 385G or **RUS** 202G or 266G or 366G or 367G or 416G or **SOC** 107G or 263G or 375G or **SPAN** 202G or 351G or 352G or **SURV** 455G or **SW** 371G or **TECH** 200G or 405G or **THEA** 314G

Not Applied

Credits applied: 19 Classes applied: 6

Course	Title	Grade	Credits	Term
EGDT 1070	3 Dimension Modeling Inventor	A	3	2020 FALL
EGDT 1071	3D Modeling--Solidworks	TA	3	2022 SPRING
Satisfied by: EGDT 1090	ENGR1030 - Comp Assit Dsgn Usng Soldworks - Southern Utah University Intro Arch Drafting Design	TB+	3	2022 SPRING
Satisfied by: MAT 1010	CCET1040 - Intro To Res Arc Using AutoCAD - Southern Utah University Intermediate Algebra	C+	4	2020 FALL
MATH 1060	Trigonometry QL	TC+	3	2022 SPRING
Satisfied by: TECH 1900	MATH1060 - Trigonometry QL - Southern Utah University Technology Elective	TA	3	2021 FALL
Satisfied by:	CCET1010 - Engineering Technology Graphic - Southern Utah University			

In-progress

Credits applied: 11 Classes applied: 4

Course	Title	Grade	Credits	Term
CS 1400	Fundamentals of Programming	IP	(3)	2023 FALL
DAGV 1300	Animation Essentials	IP	(2)	2023 FALL
HUM 1010	Humanities Through the Arts HH	IP	(3)	2023 FALL
NUTR 2020	Nutrition Thru Life Cycle BB	IP	(3)	2023 FALL

Legend

-  Complete
-  Complete (with classes in-progress)
-  Prerequisite
-  Not complete
-  Nearly complete - see advisor
-  Any course number

Disclaimer

You are encouraged to use this degree audit report as a guide when planning your progress toward completion of the above requirements. Your academic advisor or the Registrar's Office may be contacted for assistance in interpreting this report. This audit is not your academic transcript and it is not official notification of completion of degree or certificate requirements. Please contact the Registrar's Office regarding this degree audit report, your official degree/certificate completion status, or to obtain a copy of your academic transcript.