Aaron Hobgood

Part I

Cores

Course Prefix/#	Course Title	Semester/Year	Mode of Instruction	Description
UCF2000	Intro to Computer Science	Spring 2017	F2F	Concepts of Computer Science using JavaScript
IDS3933	Cornerstone Experience	Fall 2018	Web	Understanding the purpose and necessity of interdisciplinarity.
IDS 4934	Capstone Experience	Spring 2020	Web	Understanding the interdisciplinary research process.

Art/Digital Media

Course Prefix/#	Course Title	Semester/Year	Mode of Instruction	Description
UCF4000	3D Animation: Modeling	Spring 2017	F2F	Core modeling concepts using Maya
ART2300C	Drawing Fundamentals I	Fall 2017	F2F	Understanding concepts of drawing using systems as grids and perceptual measuring
GRA2101C	Introduction to Computer Art	Fall 2017	Web	Using Adobe Illustrator for basic design concepts
ART2201C	Design Fundamentals 2D	Spring 2018	F2F	Understanding and implementing elements of design
DIG2500	Fund Interactive Design	Fall 2018	Mixed	Concepts and application of design and its interaction with the user
DIG 3480	Computer as a Medium	Fall 2019	Mixed	Using unity to create games.
DIG 4713	Game Design	Fall 2019	F2F	Concepts of game design through creating board and tabletop games.
DIG 3716C	Client-Side Scripting	Spring 2020	F2F	Client-side scripting with JavaScript

Communication

Course Prefix/#	Course Title	Semester/Year	Mode of Instruction	Description
UCF2000	Intro to Media Productions	Spring 2017	F2F	Understanding and applying concepts of media production
UCF2000	Understanding Media	Spring 2017	F2F	Understanding the history of media and media production and its relevance
RTV 3511	Prod Fund & Aesthetic	Spring 2019	F2F	Fundamentals of television production
SPC 3301	Interpersonal Communication	Fall 2019	F2F	Interpersonal communication concepts and models.
COM 4461	Intercultural Communication	Spring 2020	F2F	Understanding other cultures communication styles and intercultural exchanges.

Computer Science

Course Prefix/#	Course Title	Semester/Year	Mode of Instruction	Description
COP3223C	Intro to Programming with C	Fall 2018	F2F	Concepts of Programming in C with arrays, strings, etc.
COP 3330	Object Oriented Programming	Spring 2019	F2F	A very small glance into OOP
COP 3502C	Computer Science I	Spring 2019	F2F	Understanding data structures mostly.
COT 3100C	Intro to Discrete Structures	Fall 2019	F2F	Discrete mathematics
CDA 3103C	Computer Logic and Organization	Spring 2020	F2F	Hardware side of how a computer works.
COP 3503C	Computer Science II	Spring 2020	F2F	In depth data structures and all things CS with Szum.

Part II

       Upon moving to Florida and transferring to UCF, I intended to major in Character Animation. The reason being, my previous year at Southern Illinois University Carbondale I was taking classes in Radio Television, which happened to also include their animation courses. After taking a course modelling in maya, I wanted to explore animation. However, after taking actual art classes at UCF, I decided to explore more computer science and digital media classes. After taking digital media class, I eventually I found I really enjoyed video games and wanted to explore game design. Last semester, I was finally able to take game design classes downtown and I really enjoyed it. I have since participated in several game jams and am honing my code so that I may push to be a game programmer or developer. The reason behind my communication classes is that I have enjoyed taking radio television classes in my underclassman years and have also recently taken upper level communication classes. I enjoy my communication classes as I have been in public front jobs for the last three years and want to develop my customer service and teamwork skills.