

# Articulation Agreement by Major

Effective during the 2022-2023 Academic Year

To: University of California, Santa Cruz  
2022-2023 General Catalog, Quarter

From: De Anza College  
2022-2023 General Catalog, Quarter

## Art and Design: Games and Playable Media B.A.

### GENERAL INFORMATION FOR ALL MAJORS

All transfer applicants must satisfy University of California admissions eligibility requirements as well as meet campus selection criteria. All admission requirements must be completed by the end of spring prior to transfer. For more information on UC admissions eligibility requirements and admission to UC Santa Cruz, please visit the Admissions website:

<https://admissions.ucsc.edu/attend-ucsc/transfer-students>.

This articulation agreement lists course-to-course, sequence-to-sequence or requirement substitutions for preparation in the major. **Transfer students are strongly encouraged to complete as many major preparatory courses as possible prior to enrolling at UCSC. Completion of all major preparatory courses is not an admissions requirement, but some majors require certain courses to be completed prior to transfer with a specified GPA, and completion or near completion of major preparatory courses will help students move more efficiently toward graduation after transfer.**

UC Santa Cruz Advanced Placement (AP) and International Baccalaureate (IB) credit policies are detailed in the link below:

[UC Santa Cruz AP/IB Chart 2022-2023](#)

### ART AND DESIGN: GAMES AND PLAYABLE MEDIA B.A.

Please visit the department's website to learn more about this major: <https://agpm.ucsc.edu/>

#### ADMISSION SELECTION CRITERIA

To be considered for admission to the Art and Design: Games and Playable Media B.A. major, transfer students must complete the following courses or their articulated equivalents, by the end of spring term for students planning to enter in the fall. The courses must be completed with a grade of C (2.0) or better in each course.

Complete **one** course from each of the following areas:

#### Intro to 2D Concepts

- ART 10D: 2D Foundation
- ART 15: Introduction to Drawing for the Major
- ART 20G: Introduction to Print Media and Drawing
- ART 26: Introduction to Printmaking
- ART 80T: Digital Tools for Contemporary Art Practice
- ARTG 80G: Visual Communication and Interaction Design
- ARTG 91: Introduction to Game Art Production

#### Intro to 3D Concepts

- ART 10E: 3D Foundation
- ART 20H: Introduction to Sculpture and Public Art
- CMPM 25: Introduction to 3D Modeling
- CMPM 26: Introduction to 3D Animation

#### Art and Design Topics

- ART 10F: 4D Foundation
- ART 20I: Introduction to Photography
- ART 20K: Introduction to New Media and Digital Artmaking
- ARTG 80I: Foundations of Play
- CMPM 80K: Foundations of Video Game Design
- FILM 20P: Introduction to Production Technique
- MUSC 1C: University Concert Choir
- MUSC 2: University Orchestra
- MUSC 3: Large Jazz Ensemble
- MUSC 6: Classical Guitar Ensemble
- MUSC 9: Wind Ensemble
- MUSC 13: Beginning Theory & Musicianship I
- MUSC 14: Beginning Theory & Musicianship II
- MUSC 15: Preparatory Musicianship
- MUSC 30A: Theory, Literature, and Musicianship
- THEA 10: Introduction to Theater Design and Technology

- THEA 20: Introductory Studies in Acting
- THEA 30: Introduction to Dance Theory and Technique

Students are highly encouraged to complete all general education requirements before coming to UC Santa Cruz. Transfer students who meet the requirements above and complete general education requirements will be able to complete the major in two years, as shown in the Academic Planner section, which is located under REQUIREMENTS AND PLANNERS tab of the General Catalog [here](#).

### **FALL 2023 APPLICANTS**

Transfer students who apply to enter UCSC in **fall 2023** have three options to complete the screening criteria for admission:

1. Follow the screening requirements above.
2. Complete any three (3) courses listed above (not required to complete one course from each category).
3. Complete the screening requirements listed in the 2021-2022 academic year agreement at ASSIST.org.

Students who plan to enter UC Santa Cruz **after** fall 2023 will need to complete three courses, one taken from each of the three categories listed above.

**THIS IS A SCREENING MAJOR.** For more information on screening major requirements please visit the Admissions website: <https://admissions.ucsc.edu/posts/screening-major-selection-criteria>

## **MAJOR PREPARATION COURSES REQUIRED FOR TRANSFER**

### **Select 1 Course from the following**

<b>ART 10D</b> - 2D Foundation (5.00)	←	<b>ARTS 8</b> - Two-Dimensional Design (4.00)
<b>ART 15</b> - Introduction to Drawing for the Major (5.00)	←	<b>ARTS 4A</b> - Beginning Drawing (4.00)
		--- Or ---
		<b>ARTS 4B</b> - Intermediate Drawing (4.00)
<b>ART 20G</b> - Introduction to Print Media and Drawing (5.00)	←	No Course Articulated
<b>ART 26</b> - INTRODUCTION TO PRINTMAKING (5.00)	←	No Course Articulated
<b>ART 80T</b> - Digital Tools for Contemporary Art Practice (5.00)	←	No Course Articulated
<b>ARTG 80G</b> - Visual Communication and Interaction Design (5.00)	←	No Course Articulated
<b>ARTG 91</b> - Introduction to Game Art Production (5.00)	←	No Course Articulated

### **Select 1 Course from the following**

<b>ART 10E</b> - 3D Foundation (5.00)	←	<b>ARTS 10A</b> - Three-Dimensional Design (4.00)
<b>ART 20H</b> - Introduction to Sculpture and Public Art (5.00)	←	<b>ARTS 37A</b> - Sculpture (4.00)
		--- Or ---
		<b>ARTS 37B</b> - Intermediate Sculpture (4.00)
		--- Or ---
		<b>ARTS 37C</b> - Advanced Sculpture (4.00)
<b>CMPM 25</b> - Introduction to 3D Modeling (5.00)	←	No Course Articulated
<b>CMPM 26</b> - Introduction to 3D Animation (5.00)	←	No Course Articulated

### **Select 1 Course from the following**

<b>ART 10F</b> - 4D Foundation (5.00)	←	No Course Articulated
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<b>ART 20I</b> - Introduction to Photography (5.00)	←	<b>PHTG 1</b> - Basic Photography (3.00)
		<ul style="list-style-type: none"> <li><i>Must be taken (in combination) for a minimum of 6 units to articulate</i></li> </ul>
		--- Or ---
		<b>PHTG 2</b> - Intermediate Photography (3.00)
		<ul style="list-style-type: none"> <li><i>Must be taken (in combination) for a minimum of 6 units to articulate</i></li> </ul>
		--- Or ---
		<b>PHTG 3</b> - Advanced Photography (3.00)
	←	<ul style="list-style-type: none"> <li><i>Must be taken (in combination) for a minimum of 6 units to articulate</i></li> </ul>
		--- Or ---
		<b>PHTG 4</b> - Introduction to Digital Photography (3.00)
		<ul style="list-style-type: none"> <li><i>Must be taken (in combination) for a minimum of 6 units to articulate</i></li> </ul>
		--- Or ---
		<b>PHTG 5</b> - Intermediate Digital Photography (3.00)
		<ul style="list-style-type: none"> <li><i>Must be taken (in combination) for a minimum of 6 units to articulate</i></li> </ul>
	←	--- Or ---
		<b>PHTG 6</b> - Photography Production Laboratory (2.00)
	←	<ul style="list-style-type: none"> <li><i>Must be taken (in combination) for a minimum of 6 units to articulate</i></li> </ul>
<b>ART 20K</b> - Introduction to New Media and Digital Artmaking (5.00)	←	No Course Articulated
<b>ARTG 80I</b> - Foundations of Play (5.00)	←	No Course Articulated
<b>CMPM 80K</b> - Foundations of Video Game Design (5.00)	←	No Course Articulated
<b>FILM 20P</b> - Introduction to Production Technique (5.00)	←	<b>F/TV 20</b> - Beginning Video Production (4.00)
		--- Or ---
		<b>F/TV 48S</b> - Film/Television Production Workshop (1.00)
<b>MUSC 1C</b> - University Concert Choir (2.00)	←	No Course Articulated
<b>MUSC 2</b> - University Orchestra (2.00)	←	No Course Articulated
<b>MUSC 3</b> - Large Jazz Ensemble (2.00)	←	No Course Articulated
<b>MUSC 6</b> - Classical Guitar Ensemble (2.00)	←	No Course Articulated
<b>MUSC 9</b> - Wind Ensemble (2.00)	←	No Course Articulated
<b>MUSC 13</b> - Beginning Theory & Musicianship I (5.00)	←	No Course Articulated
<b>MUSC 14</b> - Beginning Theory & Musicianship II (5.00)	←	No Course Articulated
<b>MUSC 15</b> - Preparatory Musicianship (5.00)	←	No Course Articulated
<b>MUSC 30A</b> - Theory, Literature, and Musicianship (5.00)	←	No Course Articulated
<b>THEA 10</b> - Introduction to Theater Design and Technology (5.00)	←	No Course Articulated
<b>THEA 20</b> - Introductory Studies in Acting (5.00)	←	<b>THEA 20A</b> - Theory and Technique of Acting (Introduction) (4.00)
		--- Or ---
		<b>THEA 20B</b> - Theory and Technique of Acting (Modern Period) (4.00)
		--- Or ---
		<b>THEA 20C</b> - Theory and Technique of Acting (Classic Period) (4.00)

**THEA 30** - Introduction to Dance Theory and Technique (5.00)

- *Must be taken (in combination) for a minimum of 4 units to articulate*



**DANC 22** - Body Awareness and Conditioning for Dancers (1.00)

**DANC 22K** - Theory and Technique of Ballet I (1.00)

**DANC 22L** - Theory and Technique of Ballet II (1.00)

**DANC 22M** - Theory and Technique of Ballet III (1.00)

**DANC 23A** - Theory and Technique of Contemporary (Modern) Dance I (1.00)

**DANC 23B** - Theory and Technique of Contemporary (Modern) Dance II (1.00)

**DANC 23C** - Theory and Technique of Contemporary (Modern) Dance III (1.00)

**DANC 23L** - Theory and Technique of Hip-Hop I (Popular American Dance) (1.00)

**DANC 23M** - Theory and Technique of Hip-Hop II (Popular American Dance II) (1.00)

**DANC 23N** - Theory and Technique of Hip-Hop III (Popular American Dance III) (1.00)

**DANC 24A** - Theory and Technique of Social Dance I (1.00)

**DANC 24B** - Theory and Technique of Social Dance II (1.00)

**DANC 24C** - Theory and Technique of Social Dance III (1.00)

**DANC 25A** - Theory and Technique of Salsa Dance I (1.00)

**DANC 25B** - Theory and Technique of Salsa Dance II (1.00)

**DANC 27A** - Ballet Workshop (Student Productions) (2.00)

**DANC 27B** - Contemporary Modern Dance Workshop (Student Productions) (2.00)

**DANC 27C** - Popular Dance (Jazz, Hip Hop) Workshop (Student Productions) (2.00)

**DANC 37A** - Theory and Technique of Jazz Dance I (1.00)

**DANC 37B** - Theory and Technique of Jazz Dance II (1.00)

**DANC 37C** - Theory and Technique of Jazz Dance III (1.00)

**END OF AGREEMENT**