

### Requirements 2009-2010

Courses may be subject to prerequisites and minimum grade requirements. Check online at [bellevuecollege.edu/catalog/courses](http://bellevuecollege.edu/catalog/courses).

Course Number	Course Title	Credits
ANIM 120	Animation Foundations .....	5
GAME 105	Gaming Theory .....	5
GAME 110	Game Design I .....	5
GAME 111	Game Design II .....	5
GAME 112	Game Design III .....	5
GAME 210	Gaming Graphics .....	5
GAME 294/5/6/7	Special Topics in Gaming .....	5
MEDIA 105	Digital Design & Storytelling .....	5
WEBMM 111	Web Development Foundations .....	5
<b>GRAND TOTAL</b>	.....	<b>45</b>

**Program Contact Info:** [bellevuecollege.edu/programs/az/](http://bellevuecollege.edu/programs/az/) **Digital Gaming**

Use Degree Audit to track your progress toward completion of this certificate at [bellevuecollege.edu/degreeaudit](http://bellevuecollege.edu/degreeaudit)

Please refer to [bellevuecollege.edu/programs/degrees/](http://bellevuecollege.edu/programs/degrees/) for latest certificate updates and further information.

*Updated: 4/15/09*

**All coursework applied to this certificate must be approved by program chair.  
Submit completed form to Enrollment Services when applying for graduation.**

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**Related Instruction for BC Certificate of Achievement:** Programs of study which are an academic year or more in length for which certificates are granted contain a recognizable body of instruction in program-related areas of 1) communication, 2) computation 3) human relations. Instruction may be either embedded within the program curriculum or taught in blocks of specialized instruction. Additional topics which are covered as appropriate include safety, industrial safety, and environment awareness.

COMPLETION WORKSHEET 2009-2010

Student Name: \_\_\_\_\_

SID: \_\_\_\_\_

Program Requirements			Approved Substitution*/Transfer Credit					
Courses may be subject to minimum grade requirements and prerequisites								
Course	Course Title	Cr	School	Course	Cr	QTR	YR	Grade
ANIM 120	Animation Foundations	5						
GAME 105	Gaming Theory	5						
GAME 110	Game Design I	5						
GAME 111	Game Design II	5						
GAME 112	Game Design III	5						
GAME 210	Gaming Graphics	5						
GAME 294/5/6/7	Special Topics in Gaming	5						
MEDIA 105	Digital Design & Storytelling	5						
WEBMM 111	Web Development Foundations	5						
<b>TOTAL:</b>		<b>45</b>						

Updated: 4/28/09

**Completed form must be submitted to the Evaluations/Graduation Office when applying for graduation.**

Graduation application deadlines: Fall Quarter - June 1; Winter Quarter - October 10; Spring Quarter - December 10; Summer Quarter - March 15

Student Signature: \_\_\_\_\_ Program Chair Signature: \_\_\_\_\_ Date: \_\_\_\_\_

**\*Exceptions to Degree or Certificate Requirements**

- o All requests for course substitution or waiver of the degree/certificate requirements listed in the BC course catalog are petitioned to the Evaluations/Graduation Office, which forwards the petition to the Executive Dean of Instruction or designee for approval.
- o Written program chair approval is required prior to submitting the petition to the Evaluations/Graduation Office. Petition forms are available at the Evaluations/Graduation Office or online at <http://bellevuecollege.edu/enrollment/graduation/>.
- o Submit petition with supporting documentation to the Evaluations/Graduation Office prior to the final quarter for which you are graduating.