



THE CITY UNIVERSITY OF NEW YORK
ARTICULATION AGREEMENT

A. SENDING AND RECEIVING INSTITUTIONS

Sending College: **Bronx Community College of the City University of New York**

Department: Art and Music

Program: Digital Arts

Degree: Associate in Applied Sciences

Receiving College: **New York City College of Technology of the City University of New York**

Department: Department of Communication Design

Program: Communication Design

Degree: Bachelor of Technology

B. ADMISSION REQUIREMENTS FOR SENIOR COLLEGE PROGRAM

Admission

- The A.A.S. degree and a minimum GPA of 2.00
- Grade of C or better in a credit-bearing mathematics course worth three or more credits*
- Grade of C or better in freshman composition, its equivalent, or a higher-level English course*

*(Effective 10/1/08, per University policy)

Students who wish to transfer but do not meet all of the above requirements or are unable to enroll within two years after graduation will receive admission consideration under our standard transfer credit policies.

Total transfer credits granted toward the baccalaureate degree: 60

Total additional credits required at the senior college to complete baccalaureate degree: 60

Total credits required for the BTech in Communication Design: 120

C. COURSE TO COURSE EQUIVALENCIES AND TRANSFER CREDIT AWARDED

CUNY Pathways General Education Requirements	
Required Common Core	Credits
<p>A. English Composition ENG 10 Fundamentals of Composition and Rhetoric OR ENG 11 Compositions & Rhetoric I AND ENG 12 Composition & Rhetoric II OR ENG 14 Written Composition & Prose Fiction OR ENG 15 Written Composition & Drama OR ENG 16 Written Composition & Poetry (6 Credits)</p> <p>B. Mathematical and Quantitative Reasoning (1 course) MTH 21 Survey of Mathematics I OR MTH 23 Probability and Statistics (3 Credits)</p> <p>C. Life and Physical Sciences (1 course) (3-4 Credits)</p>	12-13
Flexible Common Core	Credits
<p>A. World Cultures and Global Issues (WCGI) HIS 10 History of the Modern World OR HIS 11 Introduction to the Modern World (3 Credits)</p> <p>C. Creative Expression (CE) ART56 History of Graphic Design recommended (only for students who complete degree at BCC as per articulation agreement. The usual degree requirements are ART 11 Introduction to Art History or ART 12 Intro to Art History; Africa, the Americas, Asia and the Middle East).</p> <p>D. Individual and Society (IS) COMM 11 Fundamentals of Interpersonal Communication (3 Credits)</p> <p>A-D. Selection One Course From Flexible Core A (WCGI), B (USED), C (CE), OR D (IS). <i>Students are advised to complete PSY 11(Individual and Self) because it is a prerequisite for a required course at NYC College of Technology: PSY 3407 Psychology of Visual Perception (E, Scientific World, 3 Credits)</i></p>	12
Subtotal	24-25

[Bronx Community College] Course & Title	Credit
PEA Physical Education Activity Course OR HLT 91 Critical Issues in Health	1-2
Lab Credit NOTE: This requirement is satisfied if a student takes a 4-credit STEM variant course in Required Area C.	0-1
Free Elective	1-4
Subtotal	3-4

[Bronx Community College] Course & Title	Credit
ART 15 Design Basics	2
ART 21 Drawing	2
ART 22 Painting	2
ART 55 Modern Art	3
ART 56 Graphic and Digital Design History	3
ART 72 Digital Photography & Motion Graphics	2
ART 79 Typographic Design	2
ART 82 Illustration	2
ART 84 Digital Imaging	2
ART 86 Digital Illustration	2
ART 87 Web Design	2
Subtotal	24

STUDENT MUST CHOOSE AN OPTION: Graphic Design or Web Design

Graphic Design [Bronx Community College] Course & Title	Web Design [Bronx Community College] Course & Title	Credit
ART 81 Typography & Layout	ART 88 Web Animation	2
ART 89 Publication Design	ART 93 Web Design Project	2
ART 90 Graphic Design Project	MUS 13 Sound for the Web	2
ART 91 Portfolio OR ART 32 Printmaking OR ART 41 Ceramics OR ART 95 Intro to 3D Graphics and Animation		2
Subtotal		8

TOTAL	60
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D. SENIOR COLLEGE UPPER DIVISION COURSES REMAINING FOR BACCALAUREATE DEGREE

GENERAL EDUCATION AND OTHER REQUIRED COURSES	
<p>Pathways General Education <i>Flexible Core</i></p> <p>In order to earn the BTech degree, students must select liberal arts courses which satisfy the CUNY common core (12 credits) and flexible common core requirements (18 credits – one course from each of the flexible core areas and two courses in one flexible core area) and the college option. City Tech flexible core requirements thus depend on what was transferred from BCC</p> <ul style="list-style-type: none"> ▪ One Scientific World Course (3 Credits) = PSY 3407 Psychology of Visual Perception – <i>Students who do not complete PSY 11 at BCC will also have to complete PSY 1101 Introduction to Psychology (3-6 Credits)</i> <p>College Option Requirement</p> <ul style="list-style-type: none"> ▪ One interdisciplinary Liberal Arts and Sciences course (3 Credits)= SBS 2000 Research Methods for the Social and Behavioral Sciences (3 Credits) ▪ Additional liberal arts credits to reach a minimum total of 42 credits in general education. In meeting their general education requirements overall, students must take at least one advanced liberal arts course (since a COM course was taken at BCC) or two sequential courses in a foreign language Liberal Arts Elective or Foreign Language (3 credits each) <p>Writing Intensive Requirement Students at New York City College of Technology must complete two courses designated Writing Intensive (WI) for the associate level, one from General Education and one from the major; and two additional courses designated WI for the baccalaureate level, one from General Education and one from the major.</p>	15
Subtotal	15

PROGRAM SPECIFIC ELECTIVES	
<p>Select two course from the following: COMD 1292 3D Design COMD 2313 Illustration I: Basic Principles COMD 2320 Intro to Film & Video Production (<i>*Required for Broadcast Design</i>) COMD 2340 Digital Photography II CDMG 2316 Digital Imaging Production COMD 2412 Packaging Design COMD 3413 Illustration II: Character Design</p>	6
Subtotal	6

PROGRAM SPECIFIC COURSEWORK	
<p>COMD 4701 The Design Team (3 Credits) COMD 4801 The Portfolio (3 Credits) COMD 4830 Senior Project (3 Credits) COMD 4900 Internship (3 Credits)</p>	12
Subtotal	12

FREE ELECTIVES	
<p>Upper Btech electives selected with the assistance of an advisor (to reach 120 credits)</p>	3-9
Subtotal	

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BACCALAUREATE LEVEL COURSES <i>Select One Module</i>	
Web Design COMD 3551 Web Design II: Advanced XHTML & CSS (3 Credits) COMD 3562 UX and UI Design (3 Credits) COMD 3563 Web Traffic and Analytics (3 Credits) COMD 3652 Web Design III: Design Studio (3 Credits) COMD 3662 Interactive Animation (3 Credits) COMD 3663 Dynamic Web I: Web 2.0 (3 Credits)	18
Graphic Design COMD 3501 Corporate Identity Design (3 Credits) COMD 3503 Topics in Graphic Design (3 Credits) COMD 3527 Advanced Typography (3 Credits) COMD 3601 Information Design I (3 Credits) COMD 4611 Publication Design (3 Credits) CDMG 3532 Print Production for Designers (3 Credits)	18
Advertising Design COMD 3500 Campaign Development I (3 Credits) COMD 3523 Storyboard Concepts (3 Credits) COMD 3600 Campaign Development II (3 Credits) COMD 3610 Interactive Art Direction for Advertising (3 Credits) COMD 3662 Interactive Animation (3 Credits) CDMG 3532 Print Production for Designers (3 Credits)	18
Broadcast Design COMD 3521 Motion Graphics I (3 Credits) COMD 3523 Storyboard Concepts (3 Credits) COMD 3620 Broadcast Design I (3 Credits) COMD 3621 Motion Graphics II (3 Credits) COMD 3630 Broadcast Design II (3 Credits) ENT 3390 Sound for Multimedia (3 Credits)	18
Animation/Illustration/Game Design Graphics <i>Option A</i> COMD 3508 Introduction to Game Design Concepts (3 Credits) COMD 3523 Storyboard Concepts (3 Credits) COMD 3540 2-Dimensional Animation I (3 Credits) COMD 3640 3-Dimensional Animation and Modeling I (3 Credits) COMD 3641 2-Dimensional Animation II (3 Credits) COMD 3740 3-Dimensional Animation and Modeling II (3 Credits) COMD 3808 3-Dimensional Game Graphics (3 Credits) COMD 4640 3-Dimensional Animation and Modeling III (3 Credits) <i>Option B</i> COMD 3413 Illustration II: Character Design (3 Credits) COMD 3508 Introduction to Game Design Concepts (3 Credits) COMD 3513 Illustration III: Narrative (3 Credits) COMD 3523 Storyboard Concepts (3 Credits) COMD 3540 2-Dimensional Animation I (3 Credits) COMD 3613 Illustration IV: Professional Practice (3 Credits) COMD 3640 3-Dimensional Animation and Modeling I (3 Credits)	24
	21
Subtotal	18 to 24
TOTAL	60

E. Articulation Agreement Follow-Up Procedures

1. Procedures for reviewing, up-dating, modifying or terminating agreement:

Bronx Community College and New York City College of Technology will review implementation of the agreement every four years, or as soon as a program has undergone revisions, to ensure that students are adequately informed of the program and to identify issues requiring attention. When either of the degree programs involved in this agreement undergoes a change, the agreement will be reviewed and revised accordingly by faculty from each institution's respective departments or programs, selected by their Chairpersons and program directors.

2. Procedures for evaluating agreement, e.g., tracking the number of students who transfer under the articulation agreement and their success:

Each year New York City College of Technology (City Tech) will provide Bronx Community College (BCC) the following information: a) the number of BCC graduates who applied to the program; b) the number of BCC students who were accepted into the program; c) and the number of BMCC students who enrolled; d) the aggregate GPA of these enrolled students at City Tech.

3. Sending and receiving college procedures for publicizing agreement, e.g., college catalogs, transfer advisers, Websites, etc.:

- This articulation agreement will be publicized on the Bronx Community College's and New York City College of Technology websites.
- Transfer advisers at BCC will promote this agreement with eligible students.

Effective Date: Fall 2015