

BLOOMFIELD COLLEGE AND RARITAN VALLEY COMMUNITY COLLEGE
TRANSFER ARTICULATION AGREEMENT

BLOOMFIELD COLLEGE

Division of Creative Arts and Technology

B.S. in Game Programming

B.A. in Creative Arts and Technology/Concentration in Game Design

AND

RARITAN VALLEY COMMUNITY COLLEGE

A.A.S. in Game Development

EFFECTIVE DATE: September 2017

TRANSFER ARTICULATION AGREEMENT

BLOOMFIELD COLLEGE and RARITAN VALLEY COMMUNITY COLLEGE

This agreement between Raritan Valley Community College (RVCC) and Bloomfield College (BC) connects students in the RVCC Associate of Applied Science Degree in Game Development to the Bachelor of Science in Game Programming and the Bachelor of Arts in Creative Arts & Technology/Game Design Concentration at BC. These connected degree programs enable students to complete their associate degrees and then transfer seamlessly to Bloomfield College.

1. Subject to the following provisions, all students who complete the AAS degree in Game Development at Raritan Valley Community College will be granted admission to Bloomfield College upon proper application.
2. Students applying for the B.A. in Creative Arts and Technology/Game Design must
 - a. have a grade point average of 2.30 or higher on the scale of 4.0;
 - b. submit an essay describing their creative work and aspirations (“What are your creative ambitions and what do you want to learn as a Creative Arts and Technology major?”);
 - c. provide an online, digital portfolio and meet with the discipline coordinator for portfolio review.
3. Students might lose credit for:
 - ◆ Courses with a grade below a C
 - ◆ Mathematics courses not equivalent to courses offered for General Education credit at Bloomfield College (MTH 130, MTH 140, MTH 141, MTH 160, MTH 161)
 - ◆ Credit earned by exam
 - ◆ Internship credit
 - ◆ Portfolio Learning Assessment credit
 - ◆ Other courses not offered for degree credit at Bloomfield College
4. Grades accepted in the major are subject to a minimum grade requirement for graduation. Students must achieve a grade point average of 2.0 or better in major required courses, with no more than two of these grades in the range of C – to D-.
5. Under this agreement class standing is predicated upon the number of credits accepted.
6. Students must fulfill the same requirements for the BA or BS degree as specified in the Bloomfield College regulations at the time of their admission, including General Education, major requirements, and electives.
7. Credit toward the BC General Education and elective requirements will be determined by the listing of course equivalencies in NJ Transfer (see attachment). Students will receive at least 16 credits (4 course

units) towards General Education *elective* requirements depending upon which courses are taken at RVCC. Students transferring to BC for the *B.A. in Creative Arts & Technology/Game Design* will be required to meet the following General Education Elective requirements in five learning competencies:

- ◆ Aesthetic Appreciation – 2 course units
 - ◆ Communication Skills – 1 course unit
 - ◆ Scientific and Technological Skills – 1 course unit
- AND
- ◆ Multi/Transcultural and Global Awareness – 2 course units
 - ◆ Problem Solving and Critical Thinking – 2 course units
- or
- ◆ Multi/Transcultural and Global Awareness – 1 course unit *and*
 - ◆ Problem Solving and Critical Thinking – 2 course units *and*
 - ◆ Citizenship and Community Orientation – 1 course unit

Students transferring to BC for the *B.S. in Game Programming* will be required to meet the following General Education Elective requirements in five learning competencies:

- ◆ Aesthetic Appreciation – 1 course unit
 - ◆ Communication Skills – 1 course unit
 - ◆ Scientific & Technical Skills – 2 course units
- AND
- ◆ Multi/Transcultural and Global Awareness – 1 course unit
 - ◆ Problem Solving and Critical Thinking – 3 course units
- or
- ◆ Problem Solving and Critical Thinking – 2 course units *and*
 - ◆ Citizenship and Community Orientation – 1 course unit

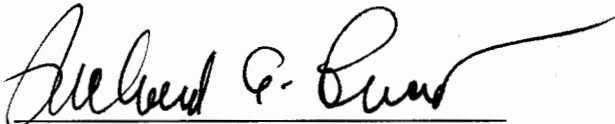
8. Credit toward the major course requirements for the *B.A. in Creative Arts and Technology/Game Design* Concentration at BC will be awarded as a package. Students who have completed the AAS in Game Development at RVCC will have the following major requirements (7.0 course units (cus)/28 credits) remaining to take at BC:

- ◆ CAT 120 / Drawing I (1.0 cu/4 credits)
- ◆ CAT 209 / Game Methodology (1.0 cu/4 credits)
- ◆ CAT 237 / Group Game Project I (1.0 cu / 4 credits)
- ◆ CAT 308 / Group Game Project II (1.0 cu/4 credits)
- ◆ CAT 380 / Internship I (1.0 cu/4 credits)
- ◆ CAT 408 / Game Capstone (1.0 cu/4 credits)
- ◆ CAT 420 / Capstone Project (1.0 cu/4 credits)

9. Credit toward the major requirements for the *B.S. in Game Programming* at BC will be awarded as a package. Students who have completed the AAS in Game Development at RVCC will have the following major requirements (9.0 cu/36 credits) remaining to take at BC:
 - ◆ MTH 221 / Calculus & Analytical Geometry (1.0 cu/4 credits)
 - ◆ MTH 332 / Discrete Mathematics (1.0 cu/4 credits)
 - ◆ CMP 226 / Programming II (1.0 cu/4 credits)
 - ◆ CMP 322 / Intro to Operating Systems (1.0 cu/4 credits)
 - ◆ CAT 237 / Group Game Project I (1.0 cu/4 credits)
 - ◆ CAT 308 / Group Game Project II (1.0 cu/4 credits)
 - ◆ CAT 380 / Internship I (1.0 cu/4 credits)
 - ◆ CAT 408 / Group Capstone (1.0 cu/4 credits)
 - ◆ CAT 420 / Capstone Project (1.0 cu/4 credits)
10. Students must complete a minimum of 8 course units/32 credits at BC to meet the Bloomfield College residency requirements.
11. Any modifications to the curriculum or course equivalencies are subject to approval of the chief academic officers of both Raritan Valley Community College and Bloomfield College.
12. Each institution will inform the other in a timely manner of proposed and affected modifications of programs covered in this agreement.
13. This Agreement will remain in effect until modification by mutual consent or terminated with appropriate written notice by either party due to program alterations.

Approvals:

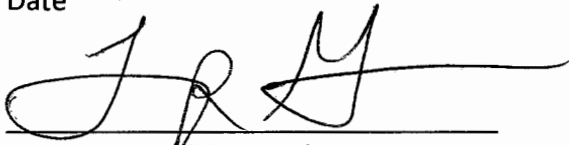
For Bloomfield College:



Richard A. Levao, J.D., President

12/6/17

Date

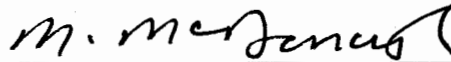


Tresmaine R. Grimes, Ph.D.
Vice President for Academic Affairs
and Dean of Faculty

12/6/17

Date

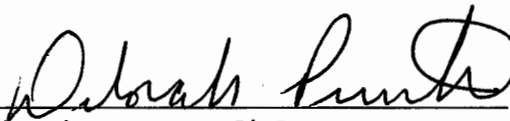
For Raritan Valley Community College:



Michael J. McDonough, Ph.D., President

11-7-17

Date



Deborah E. Preston, Ph.D.
Provost and Vice President for
Academic Affairs

11-9-17

Date

Attachment A

Table of Equivalencies for Bloomfield College B.S. in Game Programming and
 Raritan Valley Community College A.A.S. in Game Development
 Curriculum Requirements and Electives

Raritan Valley AAS in Game Development Curriculum			Bloomfield BS in Game Programming Equivalencies		
Number	Name	Credits	Number	Name	Units
			GEO 103	Geographies of Experience (GE requirement)	Waived
ENGL 111	English I	3	WRT 106	Argumentative & Analytic Writing (GE requirement)	
CISY 106	Fundamentals of Game Design	3		Game Programming Major Credit	
PHIL 103	Intro to Logic	3	PHL 200	Logic (GE Elective: Problem Solving & Critical Thinking)	
CISY 114	Interactive Multimedia I	3		Game Programming Major Credit	
CISY 103	Computer Concepts & Programming	4		Game Programming Major Credit	
ENGL 112	English II	3	WRT 107	Synthesis & Research Writing	
PHYS 112	Concepts of Physics	4	SCI 100 SCI 101 SCI 102 SCI 103	Integrated Science Applied Science I Applied Science II Astronomy (GE Elective: Scientific & Technological Skills)	
CISY 208	Interactive Multimedia II	3		Game Programming Major Credit	
MTH 103 MTH 106	Quantitative Literacy Technical Math	3 3	MTH 130	Transition to Collegiate Mathematics (GE requirement)	
MATH 112	Precalculus I	3	MTH 140	College Algebra ^{a, b}	
MATH 113 MATH 114H	Precalculus II Precalculus	3 4	MTH 160	Precalculus (GE requirement) ^{a, b}	
CISY 242	Object-Oriented Programming	3		Game Programming Major Credit	
COMM101	Speech	3	ENG 122	Public Speaking (GE Elective: Communication Skills)	
CISY 267	Programming for Game Developers	3		Game Programming Major Credit	
ENGL 248	Creative Writing	3	ENG 120	Intro to Creative Writing (GE Elective: Communication Skills)	
CISY 254	Data Structures	4		Game Programming Major Credit	
FILM 101	Art of the Movies	3	CAT 248	History of the Cinema (GE Elective: Aesthetic Appreciation)	
COMM120	Intro to Mass Communication	3	ENG 128	Intro to Mass Communication	
CISY 132	Systems Analysis & Design	3		Game Programming Major Credit	
CISY 290	Advanced Game Design & Dev	3		Game Programming Major Credit	
ARTS 277	Game Audio and Video	3		Game Programming Major Credit	

CISY 219	Networking Essentials	3		Game Programming Major Credit	
	ADDITIONAL GEN ED NEEDED:				
	Global and Cultural Awareness GE Elective: ANTH 101, ARTH 101, ARTH 110H, ARTH 115, ARTH 208, ARTH 210, HIST 102/102H, HIST 202H, PSYC 203			GE Multi/Transcultural and Global Awareness	1 cu
	Science GE Elective: BIOL 111, BIOL 120, CISY 102, CISY 261, ENVI 203, PHYS 130, SCIE 127			GE Elective Scientific/Technological Skills	1 cu
	BUSI 191, ECON 101/102, HIS 101/201H/204/212, PHIL 101/103/106/114, POLI 101, PSYC 103/103H/201/213, SOCI 101/101H			GE Elective: Problem Solving and Critical Thinking	2-3 cus
	EDUC 212, HMNS 240, POLI 121			GE Elective: Community Orientation & Citizenship	0-1 cu
	Total credits	63		Total course units	16
	Up to 32 additional credits may be taken at RVCC but must be chosen with the help of a RVCC or BC Advisor to fulfill the following General Education categories: Multi-Transcultural & Global Awareness, Problem Solving & Critical Thinking, Scientific & Technological Skills, and Community Orientation & Citizenship.			Game Programming requirements remaining	9
				GE Electives remaining	5
				Electives remaining	2
				Total course units for B.S. degree	32

^aStudents taking MATH 112 will be provided with Trigonometry modules at BC to satisfy the MTH 160 requirement and prepare them for MTH 221/Calculus and MTH 332/Discrete Mathematics, which are major required for the B.S. in Game Programming major. See note b, below.

^bMATH 150, 151, AND 151h are equivalent to MTH 221 and MATH 255 is equivalent to MTH 332.

Attachment B

Table of Equivalencies for Bloomfield College B.A. in Creative Arts & Technology/Game Design and
 Raritan Valley Community College A.A.S. in Game Development
 Curriculum Requirements and Electives

Raritan Valley AAS in Game Development Curriculum			Bloomfield BA in CAT/Game Design Equivalencies		
Number	Name	Credits	Number	Name	Units
			GEO 103	Geographies of Experience (GE requirement)	Waived
ENGL 111	English I	3	WRT 106	Argumentative & Analytic Writing (GE requirement)	
CISY 106	Fundamentals of Game Design	3		Game Design Major Credit	
PHIL 103	Intro to Logic	3	PHL 200	Logic (GE Elective: Problem Solving & Critical Thinking)	
CISY 114	Interactive Multimedia I	3		Game Design Major Credit	
CISY 103	Computer Concepts & Programming	4		Game Design Major Credit	
ENGL 112	English II	3	WRT 107	Synthesis & Research Writing	
PHYS 112	Concepts of Physics	4	SCI 100	Integrated Science	
			SCI 101	Applied Science I	
			SCI 102	Applied Science II	
			SCI 103	Astronomy (GE Elective: Scientific & Technological Skills)	
CISY 208	Interactive Multimedia II	3		Game Design Major Credit	
MTH 103	Quantitative Literacy	3	MTH 130	Transition to Collegiate Mathematics (GE requirement)	
MTH 106	Technical Math	3			
MATH 112	Precalculus I	3	MTH 140	College Algebra (GE requirement)	
CISY 242	Object-Oriented Programming	3		Game Design Major Credit	
COMM101	Speech	3	ENG 122	Public Speaking (GE Elective: Communication Skills)	
CISY 267	Programming for Game Developers	3		Game Design Major Credit	
ENGL 248	Creative Writing	3	ENG 120	Intro to Creative Writing (GE Elective: Communication Skills)	
CISY 254	Data Structures	4		Game Design Major Credit	
FILM 101	Art of the Movies	3	CAT 248	History of the Cinema (GE Elective: Aesthetic Appreciation)	
COMM120	Intro to Mass Communication	3	ENG 128	Intro to Mass Communication	
CISY 132	Systems Analysis & Design	3		Game Design Major Credit	
CISY 290	Advanced Game Design & Dev	3		Game Design Major Credit	
ARTS 277	Game Audio and Video	3		Game Design Major Credit	
CISY 219	Networking Essentials	3		Game Design Major Credit	
	ADDITIONAL GEN ED NEEDED:				