



University of Phoenix®

# ART INSTITUTE OF VANCOUVER

## 2000-2005 Credit Recommendation Guide

The following courses have been evaluated by University of Phoenix Prior Learning Assessment to potentially fulfill General Education or Elective credits for an Undergraduate Degree. In order to potentially receive any of the credits recommended below, students should submit supporting documents to Prior Learning Assessment. For more information on PLA visit: [ecampus.phoenix.edu/pla](http://ecampus.phoenix.edu/pla) or contact the department toll free at 866-440-4707.

There are fees associated with your PLA submission. However, you may be eligible for PLA benefits. Please contact your Finance Advisor for more information. PLA will not award credit for certifications or coursework that duplicates the content of credits earned through PLA, transfer credit, National Testing Program credit or University of Phoenix. Clock hour to semester credit hour conversions are made by the University using current U.S. Department of Education standards.

**University of Phoenix Equivalency:** General Education or Elective category to which credit can be applied.

**Combinable:** Courses may only be combined with courses of similar content and General Education/Elective areas.

**Non-Academic:** Lack of college level theory and/or principle necessary for credit recognition. Company specific and skill-based training.

**Too Few Hours:** Courses/training that cannot receive credit because they are less than 1 hour total in length. Similar content in a 1(+) hour timeframe may be eligible for credit.

**Applicable Hours:** Indicates the total amount of actual learning time. Any breaks or lunch time included in the initial clock hours have been removed.

Updated: 08/06/2019

The credit awards shown are for informative purposes, state and program limits on Prior Learning Assessment credit may apply.

| Course Number  | Course Title                      | Delivery Method | Course Year      | Course Length | Applicable Hours | Credits Recommended | University of Phoenix Equivalency |                             |
|--|-----------------------------------|-----------------|------------------|---------------|------------------|---------------------|-----------------------------------|-----------------------------|
| *NOTE - THE ASTERISKS IN THE DELIVERY METHOD AND APPLICABLE HOURS COLUMN INDICATES PREVIOUSLY EVALUATED COURSES. |                                   |                 |                  |               |                  |                     |                                   |                             |
| ALT  | ADVANCED LIGHTING AND TEXTURING   | *               | 01/2001-12/2005  | 183           | hour(s)          | *                   | 5                                 | INTERDISCIPLINARY/ ELECTIVE |
| ART 300  | ADVANCED RECORDING TECHNIQUES 300 | *               | 01/2000-12/2005  | 32            | hour(s)          | *                   | 1.5                               | SCIENCE/TECHNOLOGY          |
| ANI 200  | ANIMATION 200                     | *               | 01/2000-12/2005  | 223           | hour(s)          | *                   | 5                                 | INTERDISCIPLINARY/ ELECTIVE |
| ANI 300  | ANIMATION 300                     | *               | 01/2000- 12/2000 | 366           | hour(s)          | *                   | 6                                 | INTERDISCIPLINARY/ ELECTIVE |
| ANI 300  | ANIMATION 300                     | *               | 01/2001-12/2005  | 395           | hour(s)          | *                   | 6                                 | INTERDISCIPLINARY/ ELECTIVE |
| AFP 400  | ANIMATION FILM PRODUCTION 400     | *               | 01/2001-12/2005  | 555           | hour(s)          | *                   | 5                                 | INTERDISCIPLINARY/ ELECTIVE |
| ANPRO 300  | ANIMATION PRODUCTION 300          | *               | 01/2000- 12/2000 | 102           | hour(s)          | *                   | 3                                 | INTERDISCIPLINARY/ ELECTIVE |

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|---------------|--|-----------------|-----------------|---------------|---------|------------------|---------------------|-----------------------------------|
| ANPRO 300     | ANIMATION PRODUCTION 300                             | *               | 01/2001-12/2005 | 112           | hour(s) | *                | 3.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| ANPRO 400     | ANIMATION PRODUCTION 400                             | *               | 01/2000-12/2005 | 32            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| INTERACT      | ASSET CREATION TOOLS 100                             | *               | 01/2000-12/2005 | 72            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| AB300         | AUDIO FOR BROADCAST                                  | *               | 01/2001-12/2005 | 99            | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| AMIGA         | AUDIO FOR MULTIMEDIA, INTERNET AND FAME APPLICATIONS | *               | 01/2001-12/2005 | 115           | hour(s) | *                | 3.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| AVP100        | AUDIO FOR VISUAL PRODUCTION                          | *               | 01/2000-12/2005 | 105           | hour(s) | *                | 3.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| AP 300        | AUDIO POST-PRODUCTION 300                            | *               | 01/2000-12/2005 | 137           | hour(s) | *                | 4.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| AP 400        | AUDIO PRODUCTION 400                                 | *               | 01/2001-12/2005 | 152           | hour(s) | *                | 5                   | INTERDISCIPLINARY/ ELECTIVE       |
| ASM 200       | AUDIO SYSTEMS AND MAINTENANCE 200                    | *               | 01/2000-12/2005 | 56            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| ABP           | AUDITION AND BUSINESS PREPARATION                    | *               | 01/2001-12/2005 | 132           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| BC-FILM       | BC FILM ORIENTATION CERTIFICATION                    | *               | 01/2001-12/2005 | 12            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| BMJ           | BROADCAST MEDIA JOURNALISM                           | *               | 01/2001-12/2005 | 63            | hour(s) | *                | 3                   | COMMUNICATION ARTS                |
|               | BUILDING A DIGITAL MEDIA PROJECT PLAN                | *               | 01/2001-12/2005 | 15            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| BMG           | BUSINESS AND MANAGEMENT FOR GAMES                    | *               | 01/2000-12/2005 | 35            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| BOB           | BUSINESS OF BROADCASTING                             | *               | 01/2001-12/2005 | 32            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| BP            | BUSINESS PRESENTATIONS                               | *               | 01/2001-12/2005 | 32            | hour(s) | *                | 1.5                 | COMMUNICATION ARTS                |
|               | BUSINESS PROCESSES FOR MEDIA DEVELOPMENT             | *               | 01/2001-12/2005 | 18            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| CDS 300       | CHARACTER DESIGN 300                                 | *               | 01/2001-12/2005 | 32            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| CDS 200       | CHARACTER DESIGN AND STORYBOARD 200                  | *               | 01/2000-12/2005 | 32            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| CINE          | CINEMATOGRAPHY                                       | *               | 01/2000-12/2005 | 32            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| CIF           | CINEMATOGRAPHY FOR FILM                              | *               | 01/2001-12/2005 | 16            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| CA 200        | COMMERCIAL ART 200                                   | *               | 01/2000-12/2005 | 143           | hour(s) | *                | 5                   | INTERDISCIPLINARY/ ELECTIVE       |

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|---------------|---|-----------------|------------------|---------------|---------|------------------|---|-----------------------------------|
|               |   |                 |                  |               |         |                  |   |                                   |
| CASE 100      | COMPOSITING, ANIMATION AND SPECIAL EFFECTS 100                              | *               | 01/2000-12/2005  | 110           | hour(s) | *                | 3.5   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 100      | COMPOSITING, ANIMATION AND SPECIAL EFFECTS 100                              | *               | 01/2002-12/2005  | 115           | hour(s) | *                | 5   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 200      | COMPOSITING, ANIMATION AND SPECIAL EFFECTS 200                              | *               | 01/2000-12/2005  | 133           | hour(s) | *                | 4   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 200      | COMPOSITING, ANIMATION AND SPECIAL EFFECTS 200                              | *               | 01/2002-12/2005  | 143           | hour(s) | *                | 5.5   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 300      | COMPOSITING, ANIMATION AND SPECIAL EFFECTS 300                              | *               | 01/2000-12/2005  | 103           | hour(s) | *                | 5   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 300      | COMPOSITING, ANIMATION AND SPECIAL EFFECTS 300                              | *               | 01/2002-12/2005  | 223           | hour(s) | *                | 6   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 100      | COMPOSITING, ANIMATION AND SPECIAL FX 100                                   | *               | 01/2001-12/2005  | 115           | hour(s) | *                | 3.5   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 100N     | COMPOSITING, ANIMATION AND SPECIAL FX 100N                                  | *               | 01/2001-12/2005  | 35            | hour(s) | *                | 1.5   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 200      | COMPOSITING, ANIMATION AND SPECIAL FX 200                                   | *               | 01/2001-12/2005  | 143           | hour(s) | *                | 4.5   | INTERDISCIPLINARY/ ELECTIVE       |
| CASE 300      | COMPOSITING, ANIMATION AND SPECIAL FX 300                                   | *               | 01/2001-12/2005  | 223           | hour(s) | *                | 5   | INTERDISCIPLINARY/ ELECTIVE       |
| DP            | DATABASE PROGRAMMING  | *               | 01/2001-12/2005  | 200           | hour(s) | *                | 10  | SCIENCE/TECHNOLOGY                |
|               | DESIGNING AND IMPLEMENTING DESKTOP APPLICATIONS WITH MICROSOFT VISUAL C++   | *               | 01/2001-12/2005  | *             | hour(s) | *                | SEE DP-DATABASE PROGRAMMING FOR CREDIT INDICATION |                                   |
|               | DESIGNING AND IMPLEMENTING DESKTOP APPLICATIONS WITH MICROSOFT VISUAL BASIC | *               | 01/2001-12/2005  | *             | hour(s) | *                | SEE DP-DATABASE PROGRAMMING FOR CREDIT INDICATION |                                   |
|               | DESIGNING AND IMPLEMENTING DISTRIBUTED APPLICATIONS WITH VISUAL BASIC       | *               | 01/2001-12/2005  | *             | hour(s) | *                | SEE DP-DATABASE PROGRAMMING FOR CREDIT INDICATION |                                   |
|               | ANALYZING AND DEFINING SOLUTIONS ARCHITECTURE                               | *               | 01/2001-12/2005  | *             | hour(s) | *                | SEE DP-DATABASE PROGRAMMING FOR CREDIT INDICATION |                                   |
|               | DESIGNING AND IMPLEMENTING DATABASES WITH MICROSOFT SQL SERVER 2000         | *               | 01/2001-12/2005  | *             | hour(s) | *                | SEE DP-DATABASE PROGRAMMING FOR CREDIT INDICATION |                                   |
| DDAT          | DELIVERY, DISTRIBUTION AND TECHNOLOGY                                       | *               | 01/2001-12/2005  | 16            | hour(s) | *                | 0.5   | INTERDISCIPLINARY/ ELECTIVE       |
| DAP 200       | DIGITAL AUDIO PRODUCTION 200  | *               | 01/2000- 12/2000 | 68            | hour(s) | *                | 2   | INTERDISCIPLINARY/ ELECTIVE       |
| DAP 200       | DIGITAL AUDIO PRODUCTION 200  | *               | 01/2001-12/2005  | 75            | hour(s) | *                | 2.5   | INTERDISCIPLINARY/ ELECTIVE       |
| DAP 300       | DIGITAL AUDIO PRODUCTION 300  | *               | 01/2000-12/2005  | 115           | hour(s) | *                | 3.5   | INTERDISCIPLINARY/ ELECTIVE       |

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| DIP           | DIGITAL INK AND PAINT                 | *               | 01/2000-12/2005  | 72            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| DMT 100       | DIGITAL MUSIC TECHNOLOGY 100          | *               | 01/2000- 12/2000 | 63            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| DMT 100       | DIGITAL MUSIC TECHNOLOGY 100          | *               | 01/2001-12/2005  | 75            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| DMT 200       | DIGITAL MUSIC TECHNOLOGY 200          | *               | 01/2000- 12/2000 | 68            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| DMT 200       | DIGITAL MUSIC TECHNOLOGY 200          | *               | 01/2001-12/2005  | 75            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| DMT 300       | DIGITAL MUSIC TECHNOLOGY 300          | *               | 01/2000- 12/2000 | 68            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| DMT 300       | DIGITAL MUSIC TECHNOLOGY 300          | *               | 01/2001-12/2005  | 75            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| DMT 400       | DIGITAL MUSIC TECHNOLOGY 400          | *               | 01/2000- 12/2000 | 63            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| DMT 400       | DIGITAL MUSIC TECHNOLOGY 400          | *               | 01/2001-12/2005  | 75            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| DSO 300       | DIGITAL STUDIO OPERATIONS 300         | *               | 01/2000- 12/2000 | 133           | hour(s) | *                | 4                   | INTERDISCIPLINARY/ ELECTIVE       |
| DSO 300       | DIGITAL STUDIO OPERATIONS 300         | *               | 01/2001-12/2005  | 143           | hour(s) | *                | 4.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| DVA           | DIGITAL VIDEO ACCESS                  | *               | 01/2000- 12/2000 | 35            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| DVA           | DIGITAL VIDEO ACCESS                  | *               | 01/2001-12/2005  | 40            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| DT            | DIRECTING TALENT                      | *               | 01/2001-12/2005  | 16            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| DRAW          | DRAWING FOR ANIMATION WORKSHOP        | *               | 01/2000-12/2005  | 35            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| DVDA          | DVD AUTHORIZING                       | *               | 01/2001-12/2005  | 36            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FVP 200       | FILM AND DIGITAL VIDEO PRODUCTION 200 | *               | 01/2000- 12/2000 | 74            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FVP 200       | FILM AND DIGITAL VIDEO PRODUCTION 200 | *               | 01/2001-12/2005  | 72            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FVP 200       | FILM AND DIGITAL VIDEO PRODUCTION 200 | *               | 01/2001-12/2005  | 315           | hour(s) | *                | 6                   | INTERDISCIPLINARY/ ELECTIVE       |
| FVP 300       | FILM AND DIGITAL VIDEO PRODUCTION 300 | *               | 01/2000-12/2001  | 76            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FVP 300       | FILM AND DIGITAL VIDEO PRODUCTION 300 | *               | 01/2001-12/2005  | 112           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| FP 400        | FILM PRODUCTION 400                   | *               | 01/2000- 12/2000 | 60            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |

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|---------------|---|-----------------|------------------|---------------|---------|------------------|---------------------|-----------------------------------|
| FP 400        | FILM PRODUCTION 400   | *               | 01/2001-12/2005  | 575           | hour(s) | *                | 6                   | INTERDISCIPLINARY/ ELECTIVE       |
| FPI 100       | FILM PUBLISHING FOR THE INTERNET 100                          | *               | 01/2001-12/2005  | 72            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FPI 101       | FILM PUBLISHING FOR THE INTERNET 101                          | *               | 01/2001-12/2005  | 36            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FPI 102       | FILM PUBLISHING FOR THE INTERNET 102                          | *               | 01/2001-12/2005  | 36            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FLASH100      | FLASH 100   | *               | 01/2002-12/2005  | 72            | hour(s) | *                | 3.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FLASH200      | FLASH 200   | *               | 01/2001-12/2005  | 72            | hour(s) | *                | 3.5                 | SCIENCE/TECHNOLOGY                |
| FAD           | FOUNDATION OF ART AND DESIGN                                  | *               | 01/2000-12/2005  | 35            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| FXA 200       | FX ANIMATION 200  | *               | 01/2000- 12/2000 | 67            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| FXA 200       | FX ANIMATION 200  | *               | 01/2001-12/2005  | 72            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| GAIM          | GAME AUDIO AND INTERACTIVE MUSIC                              | *               | 01/2001-12/2005  | 112           | hour(s) | *                | 3                   | SCIENCE/TECHNOLOGY                |
| GD 100        | GAME DESIGN 100   | *               | 01/2000-12/2005  | 35            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| GD 200        | GAME DESIGN 200   | *               | 01/2000-12/2005  | 35            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| GD 300        | GAME DESIGN 300   | *               | 01/2002-12/2005  | 63            | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| GD 400        | GAME DESIGN 400   | *               | 01/2001- 12/2001 | 32            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| GD 400        | GAME DESIGN 400   | *               | 01/2001-12/2005  | 63            | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| GPW 300       | GAME PRODUCTION WORKSHOP 300                                  | *               | 01/2001-12/2005  | 112           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| GPW 400       | GAME PRODUCTION WORKSHOP 400                                  | *               | 01/2001-12/2005  | 192           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
|               | HUMAN RESOURCES AND DYNAMICS IN NEW MEDIA AND HIGH TECHNOLOGY | *               | 01/2001-12/2005  | 12            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| IFM           | IFILM MARKETING AND PROMOTION                                 | *               | 01/2001-12/2005  | 16            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| IPP           | IFILM POST-PRODUCTION   | *               | 01/2001-12/2005  | 288           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| IFP           | IFILM PRE-PRODUCTION  | *               | 01/2001-12/2005  | 136           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| IP            | IFILM PRODUCTION  | *               | 01/2001- 12/2001 | 124           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |

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| IP            | IFILM PRODUCTION                      | *               | 01/2002-12/2005  | 135           | hour(s) | *                | 6                   | INTERDISCIPLINARY/ ELECTIVE       |
| INTERACT      | INTERACTIVE ASSET CREATION TOOLS      | *               | 01/2000-12/2005  | 72            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| IMA 200       | INTERACTIVE MULTIMEDIA AUTHORING 200  | *               | 01/2000- 12/2000 | 145           | hour(s) | *                | 4.5                 | SCIENCE/TECHNOLOGY                |
| IMA 200       | INTERACTIVE MULTIMEDIA AUTHORING 200  | *               | 01/2001- 12/2001 | 150           | hour(s) | *                | 5                   | SCIENCE/TECHNOLOGY                |
| IMA 200       | INTERACTIVE MULTIMEDIA AUTHORING 200  | *               | 01/2001-12/2005  | 190           | hour(s) | *                | 5                   | SCIENCE/TECHNOLOGY                |
| IMA 300       | INTERACTIVE MULTIMEDIA AUTHORING 300  | *               | 01/2000- 12/2000 | 220           | hour(s) | *                | 5                   | SCIENCE/TECHNOLOGY                |
| IMA 300       | INTERACTIVE MULTIMEDIA AUTHORING 300  | *               | 01/2001-12/2005  | 225           | hour(s) | *                | 5                   | SCIENCE/TECHNOLOGY                |
| INP           | INTERACTIVITY FOR NETCAST PRODUCTION  | *               | 01/2001-12/2005  | 32            | hour(s) | *                | 1.5                 | SCIENCE/TECHNOLOGY                |
| ID            | INTERFACE DESIGN                      | *               | 01/2001-12/2005  | 72            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| ICAN          | INTRODUCTION TO CLASSICAL ANIMATION   | *               | 01/2000-12/2001  | 178           | hour(s) | *                | 6                   | INTERDISCIPLINARY/ ELECTIVE       |
| ICANN         | INTRODUCTION TO CLASSICAL ANIMATION   | *               | 01/2000-12/2005  | 63            | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| IDAP          | INTRODUCTION TO AUDIO PRODUCTION      | *               | 01/2000- 12/2000 | 70            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| IDAP          | INTRODUCTION TO AUDIO PRODUCTION      | *               | 01/2001-12/2005  | 35            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| IDAP          | INTRODUCTION TO AUDIO PRODUCTION      | *               | 01/2001-12/2005  | 75            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| IDV           | INTRODUCTION TO DIGITAL VIDEO         | *               | 01/2000-12/2001  | 112           | hour(s) | *                | 4                   | INTERDISCIPLINARY/ ELECTIVE       |
| IDVN          | INTRODUCTION TO DIGITAL VIDEO         | *               | 01/2000-12/2005  | 32            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| IDV 200       | INTRODUCTION TO DIGITAL VIDEO 200     | *               | 01/2001-12/2005  | 112           | hour(s) | *                | 4                   | INTERDISCIPLINARY/ ELECTIVE       |
| IPL           | INTRODUCTION TO PROGRAMMING LANGUAGES | *               | 01/2001-12/2005  | 72            | hour(s) | *                | 3.5                 | SCIENCE/TECHNOLOGY                |
| ISM           | INTRODUCTION TO STREAMING MEDIA       | *               | 01/2001-12/2005  | 72            | hour(s) | *                | 3                   | SCIENCE/TECHNOLOGY                |
| IGI           | INTRODUCTION TO THE GAMING INDUSTRY   | *               | 01/2000-12/2005  | 35            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| IVP           | INTRODUCTION TO VIDEO PRODUCTION      | *               | 01/2000-12/2005  | 35            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| LP 200        | LAYOUT PRODUCTION 200                 | *               | 01/2000- 12/2000 | 53            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |

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| LP 200        | LAYOUT PRODUCTION 200                       | *               | 01/2001-12/2005 | 72            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| LET           | LEVEL EDITING TOOLS                         | *               | 01/2001-12/2005 | 32            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| LD 100        | LIFE DRAWING 100                            | *               | 01/2000-12/2005 | 35            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| LD 200        | LIFE DRAWING 200                            | *               | 01/2000-12/2005 | 35            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| LD 300        | LIFE DRAWING 300                            | *               | 01/2000-12/2005 | 35            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| LA            | LOCATION AUDIO                              | *               | 01/2000-12/2005 | 28            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| MAYA 100      | MAYA 100                                    | *               | 01/2000-12/2005 | 67            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| MAYA 200      | MAYA 200                                    | *               | 01/2000-12/2005 | 67            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| MAYA 400      | MAYA 400                                    | *               | 01/2001-12/2005 | 112           | hour(s) | *                | 3.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| MS-FILM       | MEDIA STUDIES - FILM HISTORY AND AESTHETICS | *               | 01/2001-12/2005 | 32            | hour(s) | *                | 1.5                 | HUMANITIES                        |
| MOCAP 200     | MOTION CAPTURE 200                          | *               | 01/2000-12/2005 | 63            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| MART100       | MUSIC ARRANGING AND RECORDING TECHNOLOGY    | *               | 01/2000-12/2005 | 144           | hour(s) | *                | 4.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| MMM           | MUSIC MANAGEMENT AND MARKETING              | *               | 01/2000-12/2005 | 35            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| MPI           | MUSIC PUBLISHING FOR THE INTERNET           | *               | 01/2000-12/2005 | 35            | hour(s) | *                | 1.5                 | SCIENCE/TECHNOLOGY                |
| MT 100        | MUSIC THEORY                                | *               | 01/2000-12/2005 | 56            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| NP 400        | NETCAST PRACTICUM 400                       | *               | 01/2001-12/2005 | 398           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| NP 200        | NETCAST PRODUCTION 200                      | *               | 01/2001-12/2005 | 63            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| NP 300        | NETCAST PRODUCTION 300                      | *               | 01/2001-12/2005 | 135           | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| PEC 300       | PHOTOREALISTIC EFFECTS AND COMPOSITING 300  | *               | 01/2000-12/2005 | 183           | hour(s) | *                | 6                   | INTERDISCIPLINARY/ ELECTIVE       |
| PEC 400       | PHOTOREALISTIC EFFECTS AND COMPOSITING 400  | *               | 01/2001-12/2005 | 183           | hour(s) | *                | 6                   | INTERDISCIPLINARY/ ELECTIVE       |
|               | PLANNING AND DEVELOPMENT FOR NEW MEDIA      | *               | 01/2001-12/2005 | 15            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| PDA/CAMP 400  | PORTFOLIO DEVELOPMENT ACCESS 400 FOR CAMP   | *               | 01/2001-12/2005 | 40            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |

| Course Number   | Course Title                          | Delivery Method | Course Year      | Course Length |         | Applicable Hours | Credits Recommended | University of Phoenix Equivalency |
|-----------------|---------------------------------------|-----------------|------------------|---------------|---------|------------------|---------------------|-----------------------------------|
| PAM             | POST AUDIO MIXING FOR FILM            | *               | 01/2001-12/2005  | 16            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| PIF             | PRODUCTION FOR IFILM                  | *               | 01/2001-12/2005  | 16            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| PD 100          | PRODUCTION DESIGN 100                 | *               | 01/2001-12/2005  | 16            | hour(s) | *                | 0.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| PM              | PRODUCTION MANAGEMENT                 | *               | 01/2001-12/2005  | 63            | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| RA 100          | RECORDING ARTS 100                    | *               | 01/2000- 12/2000 | 28            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| RA 100          | RECORDING ARTS 100                    | *               | 01/2001-12/2005  | 32            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| RA 200          | RECORDING ARTS 200                    | *               | 01/2000- 12/2000 | 28            | hour(s) | *                | 1                   | INTERDISCIPLINARY/ ELECTIVE       |
| RA 200          | RECORDING ARTS 200                    | *               | 01/2001-12/2005  | 35            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| RSO 100         | RECORDING STUDIO OPERATIONS 100       | *               | 01/2000- 12/2000 | 91            | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| RSO 100         | RECORDING STUDIO OPERATIONS 100       | *               | 01/2001-12/2005  | 96            | hour(s) | *                | 3.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| RSO 100N        | RECORDING STUDIO OPERATIONS 100       | *               | 01/2001-12/2005  | 56            | hour(s) | *                | 2.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| RSO 200         | RECORDING STUDIO OPERATIONS 200       | *               | 01/2000- 12/2000 | 126           | hour(s) | *                | 4                   | INTERDISCIPLINARY/ ELECTIVE       |
| RSO 200         | RECORDING STUDIO OPERATIONS 200       | *               | 01/2001-12/2005  | 135           | hour(s) | *                | 4.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| SW 100          | SCREENWRITING 100                     | *               | 01/2001-12/2005  | 16            | hour(s) | *                | 0.5                 | COMMUNICATION ARTS                |
| SW 101 & SW 201 | SCREENWRITING 101 & SCREENWRITING 201 | *               | 01/2002-12/2005  | 32            | hour(s) | *                | 3                   | INTERDISCIPLINARY/ ELECTIVE       |
| SW 201          | SCREENWRITING 200                     | *               | 01/2001-12/2005  | 16            | hour(s) | *                | 0.5                 | COMMUNICATION ARTS                |
| SI 100          | SOFTIMAGE 100                         | *               | 01/2000-12/2005  | 67            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| SI 200          | SOFTIMAGE 200                         | *               | 01/2000-12/2005  | 67            | hour(s) | *                | 2                   | INTERDISCIPLINARY/ ELECTIVE       |
| SIA 300         | SOFTIMAGE FOR ANIMATION 300           | *               | 01/2000-12/2005  | 183           | hour(s) | *                | 5                   | INTERDISCIPLINARY/ ELECTIVE       |
| SIA 400         | SOFTIMAGE FOR ANIMATION 400           | *               | 01/2000- 12/2000 | 423           | hour(s) | *                | 5                   | INTERDISCIPLINARY/ ELECTIVE       |
| SIA 500         | SOFTIMAGE FOR ANIMATION 500           | *               | 01/2001-12/2005  | 463           | hour(s) | *                | 5                   | INTERDISCIPLINARY/ ELECTIVE       |
| SR 200          | SOUND REINFORCEMENT 200               | *               | 01/2000-12/2005  | 56            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |



| Course Number | Course Title                                 | Delivery Method | Course Year     | Course Length |         | Applicable Hours | Credits Recommended | University of Phoenix Equivalency |
|---------------|--|-----------------|-----------------|---------------|---------|------------------|---------------------|-----------------------------------|
| TVFP 100      | TECHNIQUES FOR VIDEO AND FILM PRODUCTION 100 | *               | 01/2000-12/2005 | 143           | hour(s) | *                | 4.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| TVFP 200      | TECHNIQUES FOR VIDEO AND FILM PRODUCTION 200 | *               | 01/2000-12/2005 | 183           | hour(s) | *                | 6                   | INTERDISCIPLINARY/ ELECTIVE       |
| TA 100        | TEXT ANALYSIS 100                            | *               | 01/2001-12/2005 | 66            | hour(s) | *                | 3                   | COMMUNICATION ARTS                |
| TA 200        | TEXT ANALYSIS 200                            | *               | 01/2001-12/2005 | 66            | hour(s) | *                | 3                   | COMMUNICATION ARTS                |
| TA 300        | TEXT ANALYSIS 300                            | *               | 01/2001-12/2005 | 32            | hour(s) | *                | 1.5                 | COMMUNICATION ARTS                |
| TIP 100       | TRENDS IN PROGRAMMING                        | *               | 01/2000-12/2005 | 28            | hour(s) | *                | 1                   | SCIENCE/TECHNOLOGY                |
| WEPRO 400     | VISUAL EFFECTS PRODUCTION 400                | *               | 01/2001-12/2005 | 32            | hour(s) | *                | 1.5                 | INTERDISCIPLINARY/ ELECTIVE       |
| VS 100        | VISUAL STORYTELLING                          | *               | 01/2001-12/2005 | 66            | hour(s) | *                | 3                   | COMMUNICATION ARTS                |

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