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| NAME |  |
| EFFECTIVE DATE FALL 2018 GENERAL EDUCATION VERSION 2188 | |

KUTZTOWN

UNIVERSITY

DEGREE REQUIREMENTS

GENERAL EDUCATION

Student Learning Outcomes (SLO)

Upon completion of the requirements for the General Education Program, students will be able to:

- 1 communicate clearly and effectively orally and in writing.
- 2 apply scientific and quantitative reasoning to solve problems and increase knowledge.
- 3 apply skills in critical analysis and reasoning for the interpretation of data.
- 4 engage critically with creative or artistic works.
- 5 demonstrate the ability to retrieve, interpret, evaluate, and use information.
- 6 analyze the role of values, ethics, diversity, and multiple perspectives in local and global society.
- 7 demonstrate an understanding of various models for the development of the whole person.
- 8 explore concepts, ideas, and methods from a variety of disciplines.

Use this checklist to plan your degree program. Meet every semester with your academic advisor to be sure that you are taking courses that are required to attain the degree you are seeking. Discuss your goals and choose courses that will help you to attain them. Get the most out of your education by taking advantage of everything that Kutztown University has to offer.

TOTAL GENERAL EDUCATION CREDITS 42-45

FIND A FULL EXPLANATION OF THE GENERAL EDUCATION PROGRAM AT WWW.KUTZTOWN.EDU

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|---|--------------------|---------------------------|----|
| First Year Seminar: Discovering College | | CREDITS REQUIRED 3 | |
| THESE COURSES MEET SLO 5 & 7 | | CREDITS EARNED: | |
| COURSE NUMBER | COURSE NAME | GR | CR |
| FYS 100 | First Year Seminar | | |
| TRANSFER STUDENTS TRANSFERRING 30 CREDITS OR MORE AND NOT TRANSFERRING AN FYS OR FYE COURSE MAY SELECT ANY APPROVED GENERAL EDUCATION COURSE TO MEET THEIR FYS REQUIREMENT. | | | |
| TRANSFER ELECTIVE: | | | |

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|---------------|--|----|----------------------------|--|
| A | Communicating With And About the World | | CREDITS REQUIRED 12 | |
| | THESE COURSES MEET SLO 1 & 5 | | CREDITS EARNED: | |
| COURSE NUMBER | COURSE NAME | GR | CR | |
| 1 | COMPOSITION 100 LEVEL CMP 1__ | | | |
| 2 | COMPOSITION 200 LEVEL CMP 2__ | | | |
| 3 | SPEAKING | | | |
| 4 | ANY WRITING (A2) OR SPEAKING COURSE (A3) OR FROM THE APPROVED LIST | | | |

COURSES IN CATEGORIES B, C & D MUST BE TAKEN OUTSIDE THE STUDENT'S MAJOR. THE MAJOR IS DEFINED AS THE PREFIX THAT IDENTIFIES THE MAJOR. CONCOMITANT REQUIREMENTS MAY BE TAKEN TO MEET GENERAL EDUCATION REQUIREMENTS.

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|---------------|--|----|---------------------------|--|
| B | Understanding Self & Others | | CREDITS REQUIRED 9 | |
| | THESE COURSES MEET SLO 3 & 6 | | CREDITS EARNED: | |
| COURSE NUMBER | COURSE NAME | GR | CR | |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |

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|---------------|---|----|------------------------------|--|
| C | Understanding Science & Technology | | CREDITS REQUIRED 9-12 | |
| | THESE COURSES MEET SLO 2 & 3 | | CREDITS EARNED: | |
| COURSE NUMBER | COURSE NAME | GR | CR | |
| 1 | SCIENTIFIC INQUIRY | | | |
| 2 | QUANTITATIVE REASONING | | | |
| 3 | ANY COURSE APPROVED FOR C1 OR C2 | | | |

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|---------------|---|----|---------------------------|--|
| D | Understanding & Creating Ideas | | CREDITS REQUIRED 9 | |
| | THESE COURSES MEET SLO 4 & 6 | | CREDITS EARNED: | |
| COURSE NUMBER | COURSE NAME | GR | CR | |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |

Eight-Semester Planner

BS Game Development

Version: 2228

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| <p>Semester I</p> <p>FYS CMP 100 ARH 027 CSC120 OR CSC135 General Education elective</p> | <p>Semester II</p> <p>CMP 200 MAT106 OR MAT115 OR MAT181 CSC 136 or CSC 220 General Education or free elective (consider CDE10, ART31, ART32, FAR15, FAR16) General Education elective</p> |
| <p>Semester III</p> <p>CSC 125 APD171 Game Development Elective General Education elective General Education elective</p> | <p>Semester IV</p> <p>CSC 240 WRI 108 APD148 Game Development Elective General Education elective</p> |
| <p>Semester V</p> <p>CSC 320 MUS 294 Game Development Elective General Education elective or Free Elective Free elective</p> | <p>Semester VI</p> <p>CSC 323 Game Development Elective Game Development Elective General Education elective Free elective</p> |
| <p>Semester VII</p> <p>Game Development Elective Game Development Elective Game Development Elective General Education elective Free elective</p> | <p>Semester VIII</p> <p>Capstone (CSC 363 OR CDE 335) Game Development Elective General Education elective Free elective Free elective</p> |