



# SHOCKER PATHWAY



## WSU Tech to Wichita State: Associate of Arts (AA) to Media Arts, Bachelor of Applied Arts (BBA) [F50A]

- Acting for Digital Arts
- Animation [ANIM]
- Audio Production [AUDP]
- Collaborative Design [COLD]
  - Filmmaking [FILM]
  - Game Design [GAME]

### ➡ General Education: Wichita State University Policy

	WSU Course	WSU Tech Course	CR	Grade	Sem/YR	Notes
<b>Foundation Courses</b> <i>Must be completed with a C- or better within the first 48 hours of college coursework.</i>	ENGL 101 College English 1	ENG 101 Composition I	3			
	ENGL 102 College English 2	ENG 120 Composition II	3			
	COMM 111 Public Speaking	SPH 101 Public Speaking	3			
	MATH 111 College Algebra or MATH 131 Contemporary Mathematics	MTH 112 College Algebra <i>Contemporary Math not available</i>	3			
<b>Divisional Courses</b>	Fine Arts	MUS 110 or THR 100	3			AA Requirement Only; Media Arts majors should not take ART 100.
	Humanities -		3			
	Social/Behavioral Science -		3			
	Math & Natural Science -		3			
<b>Additional Courses</b> At least 9 hours must be numbered 300 or higher	Gen Ed Division 1 -		3			300+ level course
	Gen Ed Division 2 -		3			300+ level course
	Gen Ed Any Division -		3			
	Gen Ed Any Division -		3			AA Requirement Only. 300+ level course

NOTE: Students who have completed an AA or AS through a Kansas Community College may choose to fulfill general education requirements by completing two 300-level courses at Wichita State University.

The BAA in Media Arts only requires 30 total hours in general education. To meet the “Additional Requirements” section, all BAA majors must complete three courses from at least two divisions, 6 hours of which must be 300 level or higher.

## ➡ Media Arts Core Requirements

	WSU Course	WSU Tech Course	CR	Grade	Sem/YR	Notes
<b>Required for all Media Arts Tracks</b>	MART 101 Introduction to Media Arts	DMK 110 Introduction to Media Arts	3			
	MART 102 Intro Media Aesthetics/Analysis	No Equivalent	3			
	COMM 306 Introduction to Multimedia	No Equivalent	3			
	COMM 406 Audio Production	No Equivalent	3			
	MART 391 Prof. Practices: Portfolio	No Equivalent	1			
	MART 392 Prof. Practices: Bus. Dev.	No Equivalent	1			
	MART 393 Prof Practices: Legal Issues	No Equivalent	1			
	MART 299 Media Arts Practicum I	No Equivalent	1			
	MART 399 Media Arts Practicum II	No Equivalent	2			
	MART 499 Media Arts Practicum III	No Equivalent	3			
	Open Electives Chosen with BAA Advisor		15			
	<b>Media Arts majors will select from one of the following track options: Animation, Audio Production, Collaborative Design, Filmmaking or Game Design.</b>					

## ➡ Acting for Digital Arts Track

	WSU Course	WSU Tech Course	CR	Grade	Sem/YR	Notes
<b>54 Credits w/ C or better.</b>	MART 221 Screen Acting I	No Equivalent	3			
	MART 265 Acting for Digital Arts I	No Equivalent	3			
	MART 321 Screen Acting II	No Equivalent	3			
	MART 335 Motion Capture Performance	No Equivalent	3			
	MART 351 Principles of Video Production	No Equivalent	3			
	MART 353 Video Storytelling	No Equivalent	3			
	MART 375 Acting for Digital Arts II	No Equivalent	3			
	MART 421 Screen Acting III – Auditioning	No Equivalent	3			
	MART 435 Audio Performance	No Equivalent	3			
	MART 485 Stunt Fighting for Film	No Equivalent	3			
	MART 491 Screen Acting IV – Short Films	No Equivalent	3			
	THEA 218 Movement for the Performer	No Equivalent	3			
	THEA 222 Voce and Diction	No Equivalent	3			

	THEA 241 Improvisation	No Equivalent	3			
	THEA 331 Dialects	No Equivalent	3			
	THEA 365 Stage Combat	No Equivalent	3			
	THEA 390 Acting for the Camera	No Equivalent	3			
	THEA 395 Voice Acting	No Equivalent	3			

## ➡ Animation Track [ANIM]

	WSU Course	WSU Tech Course	CR	Grade	Sem/YR	Notes
54 Credits w/ C or better.	ARTF 136 Foundation 2D Design	No Equivalent	3			
	ARTF 145 Foundation Drawing	INT 192 Illustration for Int Design	3			
	ARTS 240 or MART 270	No Equivalent	3			
	ARTH 125_ Art History	No Equivalent	3			
	ARTH 1__ Art History <i>not ARTH 103</i>	No Equivalent	3			Do not take ART 100
	MART 222 Digital Animation I	No Equivalent	3			
	MART 322 Digital Animation II	No Equivalent	3			
	MART 422 Digital Animation III	No Equivalent	3			
	ARTH 3__ Art History 300+	No Equivalent	3			
	THEA 390 Acting for the Camera	No Equivalent	3			
	MART 220 Computer Modeling	No Equivalent	3			
	MART 352 Story Boarding	No Equivalent	3			
	MART 353 Video Storytelling	No Equivalent	3			
	MART 354 Clay Modeling	No Equivalent	3			
	THEA 516 Scriptwriting I	No Equivalent	3			
	MART 357 Rigging	No Equivalent	3			
	ARTG 490A Motion Graphics	No Equivalent	3			
	MART 424 Compositing and VFX	No Equivalent	3			

## ➡ Audio Production Track [AUDP]

	WSU Course	WSU Tech Course	CR	Grade	Sem/YR	Notes
54 Credits w/ C or better.	Select One Theory Sequence:					
	Sequence 1: MUSC 127 Theory I, MUSC 128 Theory II, MUSC 129 Aural Skills I, & MUSC 130 Aural Skills II.	No Equivalent	8			
	Sequence 2: MUSC 140 Theory for Comm. Music I, MUSC 142 Music for Comm. Music II, MUSC 141 Aural Skills for Comm. Music I, & MUSC 143 Aural Skills for Comm. Music II	No Equivalent	8			
	MUSC 240 Jazz Music Theory 3	No Equivalent	2			

	MUSC 242 Jazz Music Theory 4	No Equivalent	2			
	MUSC 241 Jazz Aural Skills 3	No Equivalent	2			
	MUSC 243 Jazz Aural Skills 4	No Equivalent	2			
	MUSP 2__ Ensemble (4x, 1 cr.)	No Equivalent	4			
	MUSA 231_ Lessons (4x, 1 cr.)	No Equivalent	4			
	PHYS 210 Physics of Sound	No Equivalent	3			
	MART 110 Intro to Music Tech & Indust.	No Equivalent	2			
	MART 111 Intro to Music Business	No Equivalent	2			
	MUSC 113 Intro to Music Literature	No Equivalent	3			
	MUSC 531 Intro to Electronic Music	No Equivalent	2			
	MUSC 641 Orchestration	No Equivalent	2			
	MART 540 Adv. Editing & Mastering	No Equivalent	3			
	MART 570 Electronic Music Prod.	No Equivalent	2			
	MART 571 Live Sound Design	No Equivalent	3			
	COMM 506 Sound for Picture	No Equivalent	3			
	MART 575 Seminar in Music Tech.	No Equivalent	3			
	MART 481N Internship	No Equivalent	1-3			

## Collaborative Design Track [COLD]

	WSU Course	WSU Tech Course	CR	Grade	Sem/YR	Notes
Choose 54 credits from those listed to the right w/ C or better.	ARTF 136 Foundation 2D Design	No Equivalent	3			
	ARTF 145 Foundation Drawing	INT 192 Illustration for Int Design	3			
	ARTG 235 Graphic Design Concepts	No Equivalent	3			
	ARTH 125_ Art History	No Equivalent	3			
	ARTH 3__ Art History 300+	No Equivalent	3			
	ARTS 240 Intro to Life Drawing	No Equivalent	3			
	COMM 506 Sound for Picture	No Equivalent	3			
	COMM 604 Video Storytelling	No Equivalent	3			
	ID 300 Design Thinking & Innovation	No Equivalent	3			
	ID 500 Design Thinking Process	No Equivalent	1			
	ID 501 Design Thinking Facilitation	No Equivalent	1			
	ID 502 Design Thinking Implementation: Design Challenges - Level 1	No Equivalent	2			
	ID 503 Introduction to Branding	No Equivalent	1			

	ID 504 Building a Brand Strategy	No Equivalent	1			
	ID 505 Design Thinking Implementation: Design Challenges - Level 2	No Equivalent	3			
	ID 506 Leadership Development for Innovation	No Equivalent	1			
	MART 110 Intro to Music Tech & Industry	No Equivalent	2			
	MART 111 Intro to Music Business	No Equivalent	2			
	MART 220 Computer Modeling	No Equivalent	3			
	MART 222 Digital Animation I	No Equivalent	3			
	MART 232 Game Design I	No Equivalent	3			
	MART 260 Game Design Concepts	No Equivalent	3			
	MART 265 Acting for Digital Arts I	No Equivalent	3			
	MART 270 Figure Drawing for Animators	No Equivalent	3			
	MART 321 Screen Acting II	No Equivalent	3			
	MART 322 Digital Animation II	No Equivalent	3			
	MART 325 Editing for Film	DMK 120 Basic Digital Editing	3			
	MART 332 Game Design II	No Equivalent	3			
	MART 335 Motion Capture Performance	No Equivalent	3			
	MART 351 Principles of Video Prod.	No Equivalent	3			
	MART 352 Story Boarding	No Equivalent	3			
	MART 353 Video Storytelling	No Equivalent	3			
	MART 354 Clay Modeling	No Equivalent	3			
	MART 357 Rigging	No Equivalent	3			
	MART 359 Cinematography	No Equivalent	3			
	MART 360 Coding I	No Equivalent	3			
	MART 361 Coding II	No Equivalent	3			
	MART 365 Prop and Character Design	No Equivalent	3			
	MART 375 Acting for Digital Arts II	No Equivalent	3			
	MART 379 Cinematography II	No Equivalent	3			
	MART 385 Directing for Film	No Equivalent	3			
	MART 421 Screen Acting III – Auditioning	No Equivalent	3			
	MART 422 Digital Animation III	No Equivalent	3			
	MART 424 Compositing & VFX	No Equivalent	3			
	MART 432 Game Design III	No Equivalent	3			
	MART 435 Audio Performance	No Equivalent	3			
	MART 474 Compositing & VFX II	No Equivalent	3			
	MART 481 Internship	No Equivalent	1			
	MART 485 Stunt Fighting for Film	No Equivalent	3			

	MART 491 Screen Acting IV – Short Film	No Equivalent	3			
	MART 540 Adv. Editing & Mastering	No Equivalent	3			
	MART 570 Electronic Music Production	No Equivalent	2			
	MART 571 Live Sound Design	No Equivalent	3			
	MART 575 Seminar in Music Tech.	No Equivalent	3			
	MUSC 531 Intro to Electronic Music	No Equivalent	2			
	THEA 516 Scriptwriting I	No Equivalent	3			

## Filmmaking Track [FILM]

	WSU Course	WSU Tech Course	CR	Grade	Sem/YR	Notes
54 hours w/ C or better.	COMM 321 Intro to Film Studies	No Equivalent	3			
	COMM 506 Sound for Picture	No Equivalent	3			
	MART 325 Editing for Film	DMK 120 Basic Digital Editing	3			
	MART 351 Prin. of Video Production	No Equivalent	3			
	MART 352 Story Boarding	No Equivalent	3			
	MART 353 Video Storytelling	No Equivalent	3			
	MART 359 Cinematography	No Equivalent	3			
	MART 379 Cinematography II	No Equivalent	3			
	MART 385 Directing for Film	No Equivalent	3			
	MART 424 Compositing & VFX	No Equivalent	3			
	MART 474 Compositing & VFX II	No Equivalent	3			
	THEA 228 Script Analysis	No Equivalent	3			
	THEA 2__ Theater Tech (244, 253, 254 or 272)	No Equivalent	3			
	THEA 359 Directing I	No Equivalent	3			
	THEA 390 Acting for Camera	No Equivalent	3			
	THEA 516 Scriptwriting I	No Equivalent	3			
	THEA 517 Scriptwriting II	No Equivalent	3			
	Film Studies Course	No Equivalent	3			

## Game Design Track [GAME]

	WSU Course	WSU Tech Course	CR	Grade	Sem/YR	Notes
54 hours w/ C or better.	ARTF 136 Foundation 2D Design	No Equivalent	3			
	ARTF 145 Foundation Drawing	INT 192 Illustration for Int Design	3			
	ARTH 125_ Art History	No Equivalent	3			
	ARTS 240 Intro to Life Drawing or MART 270	No Equivalent	3			

	Figure Drawing for Animators					
	MART 220 Computer Modeling	No Equivalent	3			
	MART 222 Digital Animation I	No Equivalent	3			
	MART 232 Game Design I	No Equivalent	3			
	MART 260 Game Design Concepts	No Equivalent	3			
	MART 322 Digital Animation II	No Equivalent	3			
	MART 332 Game Design II	No Equivalent	3			
	MART 352 Story Boarding	No Equivalent	3			
	MART 354 Clay Modeling	No Equivalent	3			
	MART 357 Rigging	No Equivalent	3			
	MART 360 Game Technology & Coding I	No Equivalent	3			
	MART 361 Game Technology & Coding II	No Equivalent	3			
	MART 365 Prop and Character Design	No Equivalent	3			
	MART 432 Game Design III	No Equivalent	3			
	THEA 516 Scriptwriting I	No Equivalent	3			

## ➡ AA Graduation Requirements

Earn credit for **60** cumulative hours.

Earn a minimum of **15** hours at WSU.

Earn a minimum of **48** hours in Liberal Arts and Sciences coursework.

Complete all general education requirements.

Maintain an overall, WSU and cumulative GPA of 2.00 or higher.

## ➡ BAA Graduation Requirements

Earn credit for **120** cumulative hours.

Earn credit in a minimum of **60** hours at a 4-year institution.

Earn credit in a minimum of **45** hours of upper-division coursework.

Complete all general education requirements.

Maintain an overall, WSU, and program GPA of 2.0 or higher.

At least 24 of last 30 or 50 of last 60 credit hours must be completed at WSU.

## ➡ Advising Resources

**WSU Tech Academic Advisor:**

Shelby Berry

Phone: 316.677.1727

Email: ssmith42@wsutech.edu

**WSU Returning Adult Specialist:**

Melissa Lubbers

Phone: 316.978.8406

Email: melissa.lubbers@wichita.edu

ShockerPathway@wichita.edu

**School of Digital Arts Advising:**

Jason Teubner

Phone: 316-978-6078

Email: cfa.advisor@wichita.edu

www.wichita.edu/cfaadvising

## ➡ Connect with Shocker Pathway Resources

[www.wichita.edu/academics/adult\\_learning/shocker\\_pathway.php](http://www.wichita.edu/academics/adult_learning/shocker_pathway.php)

Instagram: ShockerPathwayWSU

Twitter: @ShockerPathway

Facebook: @WSUShockerPathway

## Suggested Course Sequence at WSU Tech for WSU Gen Ed Policy

	WSU Tech Course	CR	Prerequisite	Notes
<b>WSU Tech Semester 1</b>	ENG 101 Composition I	3	Qualifying entrance score	If not eligible for ENG 101 take first English course available
	MTH 112 College Algebra	3	Qualifying entrance score	If not eligible for MTH 112 take first math course available
	SPH 101 Public Speaking	3		
	Humanities Course	3		
	Social/Behavioral Science	3		
<b>WSU Tech Semester 2</b>	ENG 120 Composition II	3	ENG 101 w/ C or better	
	Math/Natural Science	5		
	Gen Ed Additional Course Division I	3		Suggested Upper Division
	Gen Ed Additional Course Division II	3		Suggested Upper Division
<b>WSU Tech Semester 3</b>	Gen Ed Additional Course Any Division	3		3 <sup>rd</sup> Division & 300+ if seeking AA
	Gen Ed Additional Course Any Division	3		AA Requirement Only
	Fine Arts	3		AA Requirement Only; not ART 100
	Electives	3		Consider minor options; select with Returning Adult Specialist or Media Arts Advisor.
	MART 110 Intro to Media Arts	3		
	ORI 003 Shocker Pathway Transition Information Course	0		
<b>Courses to Finish AA at WSU</b>	MART 102 Intro Media Aesthetics/Analysis	3		
	COMM 306 intro to Multimedia	3		
	Track-specific courses & Electives selected w/ advisor	10		Consider at least 1 credit hour in LAS courses if seeking AA degree.