

UHV/HCC 2+2 Transfer Plan



**School of Arts &
Sciences**

PROGRAM/PLAN Bachelor of Applied Arts & Sciences
CONCENTRATION * Options Listed Below

Total of 40 hours must be upper division level.

30 of the last 36 upper division semester hours must be completed at UHV.

	HCC Courses (AA)	Hrs. Req	UH-Victoria Courses (BAAS)	Hrs. Req	
CORE CURRICULUM	10 Communications: ENGL 1301,1302 or 2311	6	ENGL 3430 Professional Writing	4	
	20 Mathematics: MATH 1314	3	UD ENGL (upper division English elective)	3	
	30 Life and Physical Sciences: Select 2 from HCC core approved list	6	3 Semester Hours Chosen From: COMM 4330 New Media Theory COMM 4326 Digital Games as Comm. COMM 4318 Mass Media Communication	3	
	40 Language, Philosophy and Culture: PHIL 2306 or other valid course	3	HUMA 4322 Ethics	3	
	50 Creative Arts: Select 1 creative arts elective from HCC core approved list	3	Concentration/Specialization (select one)		
	60 American History: HIST 1301, 1302, 2301, 2328, 2381	6	Computer Information Systems Network & Security Web & Media		
			COSC 3325 Information System in Organizations COSC 4321 IT Project Management COSC 4339 Telecommunications & Networking COSC 4350 Information Security, Privacy, & Ethics 6 semester hours chosen from: COSC 3315, 3317, 4305, 4320, 4336, 4341, 4355 15 semester hours UD Computer Science		33
	70 Government/ Political Science: GOVT 2305 and GOVT 2306	6	Digital Gaming		
			MATH 3321 Gaming Math for Non-Programmers GMNG 4317 Arts of Gaming GMNG 4312 Game Engines GMNG 4316 Advanced Level Design GMNG 4321 Game Development Project Mgmt. GMNG 4318 Advanced Animation for Gaming GMNG 3310 Advanced 3D Modeling for Gaming GMNG 4310 Advanced Game Modeling & Direct X GMNG 4314 Gaming Networks Architecture GMNG 4322 Game AI & Behavioral Modeling GMNG 4340 Senior Project		33
	80 Social and Behavioral Sciences: Select 1 from PSYC 2301 and SOCI 1301	3	UD Free Electives		
90 Component Area: COSC 1301	3				
90 Component Area: SPCH 1315	3	0-6 semester hours of UD Electives	0-6		
LD Specialization		minimum requirements of 120 hours for degree			
COSC 1436 Programming Fundamentals I COSC 1437 Programming Fundamentals II 6 semester hours of gaming, modeling, art animation, networking, hardware, or programming	12				
Technical or Vocational Courses					
24-44 semester hours of technical or vocational courses	24-44				

NOTES:

LD =Lower Division (Community College-Level: Freshman, 1000-level /Sophomore, 2000-level)

UD =Upper Division (University-Level: Junior, 3000-level /Senior, 4000-level)

Student

Date

Advising Coordinator

Date