

California State University, Chico  
**MAJOR ACADEMIC PLAN (MAP)**

Major: **The Bachelor of Science in Computer Animation and Game Development**

Option: **Computer Animation and Game Development (Animation Production)**

Pattern:

**Degree Units: 120**

**Major Units: 69**

**Elective Units: 6**

First Semester		Second Semester		Comments
CAGD 110 (GE C1) [*NOTE]	3	CAGD 112 [*C-]	3	
CAGD 170 (FA) [*C-]	3	CAGD 117 (SP) [*C-]	3	
CAGD 180 (FA) [*C-]	3	CAGD Supplemental Program [*C-]	3	
GE Area A [*C-]	3	GE Area A [*C-]	3	
GE Area A [*C-]	3	GE Area A [*C-]	3	
<b>Total Units:</b>	<b>15</b>	<b>Total Units:</b>	<b>15</b>	
Third Semester		Fourth Semester		Notes
CAGD 230 (FA) [*C-]	3	CAGD Animation Elective [*CAGD Elect] [*C-]	3	
CAGD 240 (FA) [*C-]	3	CAGD Supplemental Program [*C-]	3	
CAGD Supplemental Program [*C-]	3	GE Area B	3	
GE Area B	3	GE Area C2	3	
GE Area E	3	HIST 130 or POLS 155	3	
<b>Total Units:</b>	<b>15</b>	<b>Total Units:</b>	<b>15</b>	
Fifth Semester		Sixth Semester		
CAGD Animation Elective [*CAGD Elect] [*C-]	3	CAGD 345 (WP) [*C-]	3	
CAGD Animation Elective [*CAGD Elect] [*C-]	3	CAGD Animation Elective [*CAGD Elect] [*C-]	3	
CAGD Supplemental Program [*C-]	3	CAGD Supplemental Program [*C-]	3	
GE Area D	3	GE Area D	3	
HIST 130 or POLS 155	3	GE UD Pathway	3	
<b>Total Units:</b>	<b>15</b>	<b>Total Units:</b>	<b>15</b>	
Seventh Semester		Eighth Semester		
CAGD 445 (FA) [*C-]	3	CAGD 489 [*C-]	3	
CAGD 493 [*C-]	3	CAGD 493 [*C-]	3	
CAGD 499 [*C-]	3	CAGD 545 (SP) [*C-]	3	
GE UD Pathway	3	GE UD Pathway	3	
Elective	3	Elective	3	
<b>Total Units:</b>	<b>15</b>	<b>Total Units:</b>	<b>15</b>	

*(Consult the 2015-2016 University Catalog for official degree program)*

**Fully Online: 05/30/2015**