

Transfer Degree Map: LSC to University of Houston-Victoria

Bachelor of Applied Arts & Sciences

Concentration in Digital Gaming and Simulation

4 – Year Transfer plan for the Associate of Applied Science within the LSC Area of Study: Arts, Humanities, Communication & Design (student may select from 3 AAS programs) www.lonestar.edu/cluster-arts-humanities-communication-design.htm							
First Year - Freshman							
First Semester				Second Semester			
LSC	University	Course Name	Hrs	LSC	University	Course Name	Hrs
EDUC 1300 (1)		Learning Frameworks: 1 st Year Exp.		Complete courses required for the Level 1/Level 2 Certificate in your chosen Workforce Program (AAS) at Lone Star College. Student can also take general education (core curriculum) courses required for chosen Workforce Program (AAS). (2)			
Complete courses required for the Level 1/Level 2 Certificate in your chosen Workforce Program (AAS) at Lone Star College. Student can also take general education (core curriculum) courses required for chosen Workforce Program (AAS). (2)							
Total			12-15	Total			12-15
Summer Session							
Complete general education (core curriculum) courses required in your chosen Workforce Program (AAS) at Lone Star College. (2)				Complete general education (core curriculum) courses required in your chosen Workforce Program (AAS) at Lone Star College. (2)			
Total			3	Total			3
Second Year - Sophomore							
First Semester				Second Semester			
LSC	University	Course Name	Hrs	LSC	University	Course Name	Hrs
Complete remaining courses required for the Level 2 Certificate and additional general education (core curriculum) courses required in your chosen Workforce Program (AAS) at Lone Star College. (2)				Complete remaining general education (core curriculum) courses in your chosen Workforce Program (AAS) at Lone Star College as well as additional core curriculum requirements. (2)			
Total			12-15	Total			12-15
Summer Session							
Complete additional general education (core curriculum) courses that were not required for your chosen Workforce Program (AAS) but will satisfy core curriculum. (2)				Complete additional general education (core curriculum) courses that were not required for your chosen Workforce Program (AAS) but will satisfy core curriculum. (2)			
Total			3	Total			3
Third Year – Junior (UHV or LSC) student should consult advisor at UHV to determine maximum transfer hours							
First Semester				Second Semester			
LSC	University	Course Name	Hrs	LSC	University	Course Name	Hrs
	COMM 43XX	Choose from COMM 4326, COMM 4318, or COMM 4330	3		HUMA 4322	Ethics or Computer Ethics	3
	ENGL 3430	Professional Writing	4		Core Curriculum (2)	Complete Core Curriculum	3
	COSC 1436 or Core Course (2)	Programming Fundamentals I or additional core course if COSC 1336 was taken in AAS degree	3-4		Core Curriculum (2)	Complete Core Curriculum	3
	Elective or Core Course (2)	LD elective or core curriculum	3		MATH 3321	Gaming Math for Non-Programmers	3
	Elective or Core Course (2)	LD elective or core curriculum	3		Elective or Core Course (2)	LD elective or core curriculum	3
Total			16-17	Total			15
Summer Session							
	ENGL XXXX	Upper division English course	3				
Total			3				
Fourth Year - Senior							
First Semester				Second Semester			
LSC	University	Course Name	Hrs	LSC	University	Course Name	Hrs
	GMNG 4317	Art for Gaming	3		GMNG 4318	Advanced Animation for Gaming	3
	GMNG 4312	Game Engines	3		GMNG 4310	Advanced Game Modeling & Direct X	3
	GMNG 4316	Advanced Level Design	3		GMNG 4314	Gaming Networks Architecture	3
	GMNG 4321	Game Development Project Mgmt.	3		GMNG 4322	Game A1 and Behavioral Modeling	3
	GMNG 3310	Advanced 3D Modeling for Gaming	3		GMNG 4340	Senior Project	3
Total			15	Total			15

Notes/Comments:

- (1) EDUC 1300 is required for all First Time in College (FTIC) students at Lone Star College. If not FTIC, take COSC 1301 (less than 5 years old) to satisfy institutional requirement at UHV. Students who are FTIC are still required to complete COSC 1301.
- (2) AAS degrees at LSC require at least 15 hrs of general education (core curriculum) for completion. Students also need to satisfy additional core curriculum requirements to become "core complete" to earn the BAAS at UHV. Students can take these courses at Lone Star College or UHV. Completion of ENGL 1302 (prerequisite for upper division ENGL at UHV) is recommended prior to transfer. Students should consult with an advisor regarding UHV transfer limits.
- (3) Students may select 9 semester hours from Lower Division Gaming, Modeling, Art, or Animation courses. If already taken at LSC, student should complete core curriculum as needed. Students should consult with an advisor.

Articulation Agreement Information – Standard and Program to Program (P2P)

Transfer of Credit & Student Benefits

- Application fees will be waived for LSC students and employees
- LSC students and employees can apply for all applicable scholarship programs
- LSC students and employees admitted to UHV will be allowed access to academic advising services at UHV
- LSC Honors students admitted to UHV will receive:
 - Acceptance to UHV Honors College with a minimum GPA of 3.5 and satisfaction of other Honors College admission criteria such as letter of application to the Honors Program
 - UHV will accept a minimum of 12 hours of transfer Honors credits
 - Honors transfer students will be eligible for merit and need-based aid commensurate with qualifications.
- Reverse Transfer

Optional Partnership

- Joint Admission provides students the opportunity to maximize utilization of facilities and programs offered jointly by LSC and UHV:
 - Student ID at LSC and UHV
 - Student computer/internet account, access to computer labs, access to libraries and access to student employment opportunities at LSC and UHV
 - Student access to sporting events at UHV
 - Free electronic transfer transcript transmission/evaluation
- Cooperative Advising allows students to access advisors at both institutions for students who are:
 - Admitted (either through regular or joint admissions) at UHV
 - All LSC students with an expressed interest in transferring to UHV
 - Advising for all degree programs at UHV

Standard Agreement & P2P Agreement

**Associate of Applied Science (Arts, Humanities,
Communication & Design AOS) to
Bachelor of Applied Arts & Sciences with
Concentration in Digital Gaming & Simulation**

Program Admission Requirements

- Student must have a cumulative 2.0 GPA;
- UHV will accept a "D" in courses taken at LSC, but student must ensure cumulative GPA is a 2.0 .
- If a student retakes a course, UHV will use the most recent grade attempted toward cumulative GPA calculation.

Program Specific Requirements

- Student is encouraged to complete an Associate of Applied Science degree at Lone Star College.
- The BAAS at UHV is a 120 credit hour degree program. UHV will accept 24-44 hours (varies by concentration) of the occupational/technical courses, regardless of the required number of credit hours of occupational/technical courses for completion of the AAS degree.
- For more information regarding the different concentrations, please visit [UHV's BAAS website](#).
- Contact Ms. Candace Boyd at 361-570-4113 or boydcd@uhv.edu for more information.