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BRISTOL COMMUNITY COLLEGE
and
FITCHBURG STATE UNIVERSITY

Bristol Community College and Fitchburg State University agree to enter into an articulation agreement in the following academic discipline:

Computer Information Systems:
Game Development – Game Creation
and
Game Design

This agreement is set forth by Bristol Community College and Fitchburg State University in an effort to delineate a transfer student's best options in course selection. This document outlines advising recommendations, curriculum options, and course equivalencies where they exist. It signifies the ongoing commitment between these two institutions of higher education to promote coordinated curricula of the highest quality. As such, it bears with it the commitment of our respective faculty, and administrative staff to strengthen these ties and address the needs of our students in a mutually beneficial manner.

Students graduating from Bristol Community College in the Computer Information Systems: Game Development – Game Creation program with a qualitative grade point average of 2.0 or greater may transfer to the Fitchburg State University Game Design program with between 62 and 75 transfer credits with the following conditions.

Acknowledging that students may transfer from a wide variety of majors, this agreement does not prohibit transfer to, or from, other programs of study at either institution. This agreement outlines the optimal transfer route from Bristol Community College to Fitchburg State University for students pursuing a career in the field of Game Design.

This articulation agreement does not supersede or in any way alter the statewide MassTransfer agreements currently in existence. Similarly, students taking advantage of the MassTransfer are encouraged to utilize these articulation agreements in preparation for their transfer to Fitchburg State University.

Signed on this day, 6/25/2023

DocuSigned by:
Laura L. Douglas
Laura L. Douglas, Ph.D.
President
Bristol Community College

DocuSigned by:
Richard S. Lapidus
Dr. Richard S. Lapidus
President
Fitchburg State University

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TRANSFER ARTICULATION AGREEMENT

Between

Bristol Community College
and
Fitchburg State University
in
Computer Information Systems:
Game Development – Game Creation
-
Game Design

This agreement is effective as of May 2023 and will remain in effect until May 2026, with the provision that the terms specified herein will continue to apply to graduates who transfer from Bristol Community College to Fitchburg State University, within one year of the expiration of this agreement. The faculty at both institutions agree to meet annually to review the agreement and discuss modifications.

For: **Bristol Community College**

DocuSigned by:
Steve Frechette
Steve Frechette, Department Chair

DocuSigned by:
Adrienne Foster Scharf
Adrienne Foster-Scharf, Ph.D.
Interim Dean of STEM

DocuSigned by:
Kate O'Hara
Kate O'Hara, MBA, M.Ed.,
Vice President of
Student Services and Enrollment Management

DocuSigned by:
Andrew Fisher
Andrew Fisher, Ed.D.
Vice President for Academic Affairs

For: **Fitchburg State University**

DocuSigned by:
Jeffrey Wamouth
Jeffrey Wamouth
Communications Media Department
Chairperson

DocuSigned by:
Sara Levine
Dr. Sara Levine
Dean of Arts and Sciences

DocuSigned by:
Patricia Marshall
Dr. Patricia A. Marshall
Provost and Vice President for
Academic Affairs

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BRISTOL COMMUNITY COLLEGE

Bristol Community College and Fitchburg State University Associate to Bachelor Completion Degree Plan Table for Game Design

FITCHBURG STATE UNIVERSITY

Bristol Community College Computer Information Systems: Game Development – Game Creation			Fitchburg State University Game Design		
Course #	**Title**	**Credits**	**Course #**	**Title**	**Credits**
CIS 120	Programming: Logic, Design and Implementation	3		Substitute for the CSC 1500 Computer Science I requirement	3
CIT 140	Electronic Game Development I	3	COMM 2003	History of Interactive Media & Game, FA	3
CIT 141	Visual Concepts for Game Designers	3	GAME 2200	Introduction to Game Art	3
CIT 142	Computer Game Level Building	3	GAME 3030	Game Level Design	3
ENG 101	Composition I: College Writing	3	ENGL 1100	Writing I, W	3
BUS 115	Fundamentals of an Enterprise	1	BSAD 1993	Transfer Elective	1
CIT 143	Programming for Game Developers I	3		Substitute for the CSC 1550 Computer Science II requirement	3
CIT 241	Electronic Game Development II	3	GAME 2900	Transfer Elective	3
ENG 102	Composition II: Writing about Literature	3	ENGL 1200	Writing II, WIL	3
MTH 152	College Algebra	3	MATH 1250	Introduction to Functions, QR	3
COM 104 or COM 114	Fundamentals of Public Speaking or Professional Speaking	3	SPCH 1000 or SPCH 1600	Introduction to Speech, WS Public Speaking, WS	3
CIT 165	Game Scripting	3	GAME 1990	Game Design Elective	3
CIT 247	Pre-Prod Game Development	3	COMM 3304	Communicating Project Design	3
SOC 101 or SOC 212	Principles of Sociology or Sociology of Social Problems	3	SOC 1100 or SOC 2700	Introduction to Sociology, CV, DP or Social Problems, CV, DP	3
	History Elective – recommend HST 111, 112, 113,114, 221, 252, 265	3		History Elective (recommended ones transfer with the HI attribute)	3
	Science Elective	3-4		Science Elective	3-4
CIT 276	Game Production	4	CSC 2995	Transfer Elective	4
	Game Programming or Game Development Electives	12		See below	12
Total credits for associate degree		**62-63**		**Transfer credits**	**62-63**

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FITCHBURG STATE UNIVERSITY

Game Programming Electives					
CIS 159	MySQL and PHP	3	CSC 2400	Database Systems	3
CIT 242	Programming for Game Developers II	3	CSC 2560	Systems Programming (counts as Game Programming Elective)	3
CIT 248	Data Structures in the Game Environment	3	GAME 299C	Transfer Elective (counts as Game Programming Elective)	3
CIT 260	Topics in Game Programming	3	GAME 3650 or CSC 3650	Game Programming or Game Programming	3
Game Development Electives					
CIT 243	Game and Sound Protection	3	GAME 2990	Transfer Elective	3
CIT 245	Game Design on Paper	3	GAME 2000	Elements of Game Design	3
CIT 249	Visual Concepts for Game Designers II	3	GAME 1990	Transfer Elective	3
CIT 262	Advanced Game Analysis	3	GAME 4000	Game Studies Seminar	3

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FITCHBURG STATE UNIVERSITY

Courses left to complete at Fitchburg State University		**Credits**	
ART 1400	Drawing, FA	3	
COMM 1105	Introduction to Communication and Media Studies	3	
GAME 2000	Elements of Game Design	0-3	Unless CIT 245 transferred in (Game Programming concentration)
GAME 3000	Game Design Workshop	3	
GAME 3060	3D Game Development	3	
GAME 3500	Advanced Game Workshop	3	
GAME 4000	Game Studies Seminar	3	Unless CIT 262 transferred in (Game Programming concentration)
	Game Art Elective	3	
	Game Programming Elective	0-3	Covered with Game Programming concentration
	Game Writing Elective	3	
	GAME, COMM, TETA, or THEA Elective	0-6	Covered with Game Development concentration
GAME 4100 or COMM 4880	Game Studio or Internship, IHIP	12	
	Exploration course	0-3	Not needed if transfer history course with HI attribute
	Integrative High Impact Practice (IHIP)	0-3	
	Free Electives	12-13	
Credits left to complete		**57-58**	