# BLOOMFIELD COLLEGE AND MERCER COUNTY COMMUNITY COLLEGE TRANSFER ARTICULATION AGREEMENT

## **BLOOMFIELD COLLEGE**

## **Division of Creative Arts and Technology**

Concentration in Game Development/Game Design Track

AND

## **MERCER COUNTY COMMUNITY COLLEGE**

Associate of Applied Science Degree/Game Design

**EFFECTIVE DATE: January 2013** 

**REVISED: May 2014** 

#### TRANSFER ARTICULATION AGREEMENT

#### **BLOOMFIELD COLLEGE and MERCER COUNTY COMMUNITY COLLEGE**

This agreement between Mercer County Community College (MCCC) and Bloomfield College connects students in the MCCC Associate of Applied Science Degree in Game Design to the Bachelor of Arts in Creative Arts & Technology with a concentration in Game Development at Bloomfield College. These connected degree programs enable students to complete their associate degrees and then transfer seamlessly to Bloomfield College.

- Subject to the following provisions, all students who complete the AAS degree in Game Design at Mercer County Community College will be granted admission to Bloomfield College upon proper application.
- Students applying for the B.A. in Creative Arts and Technology/Game Development Concentration must
  - a. have a grade point average of 2.30 or higher on the scale of 4.0;
  - submit an essay describing their creative work and aspirations ("What are your creative ambitions and what do you want to learn as a Creative Arts and Technology major?");
  - c. Provide a portfolio and meet with the discipline coordinator for portfolio review.
- 3. Students might lose credit for:
  - Courses with a grade below a C
  - Mathematics courses not equivalent to courses offered for General Education credit at Bloomfield College (MTH 110, MTH 113)
  - Credit earned by exam
  - Internship credit
  - Portfolio Learning Assessment credit
  - Other courses not offered for degree credit at Bloomfield College
- 4. Grades accepted in the major are subject to a minimum grade requirement for graduation. Students must achieve a grade point average of 2.0 or better in major required courses, with no more than two of these grades in the range of C to D-.
- 5. Under this agreement class standing is predicated upon the number of credits accepted.
- 6. Students must fulfill the same requirements for the BA or BS degree as specified in the Bloomfield College regulations at the time of their admission, including General Education, major requirements, and electives.

- 7. Credit toward the Bloomfield College General Education and elective requirements will be determined by the listing of course equivalencies in NJ Transfer (see attachment). Students may receive between 6-9 credits towards General Education requirements depending upon which courses are taken at Mercer County Community College. Students transferring to Bloomfield College will be required meet the following General Education Elective requirements in five learning competencies:
  - Aesthetic Appreciation 2 course units
  - Multi/Transcultural and Global Awareness 2 course units
  - Communication Skills 1 course unit
  - Problem Solving and Critical Thinking 3 course units or
    - Problem Solving and Critical Thinking 2 course units and
    - Citizenship and Community Orientation 1 course unit
  - Scientific and Technological Skills 1 course unit
- 8. Credit toward the major course requirements for the B.A. in Creative Arts and Technology / Game Development Concentration / Game Design Track at Bloomfield College will be awarded as a package. Students who have completed the AAS in Game Design at Mercer County Community College will have the following major requirements (5.0 course units (cus)/20 credits) remaining to take at Bloomfield College:
  - CAT 121 / Post Studio Collaboration (1.0 cu/4 credits)
  - CAT 308 / Group Game Design Project II (1.0 cu/4 credits)
  - CAT 380 / Internship I (1.0 cu/4 credits)
  - CAT 408 / Group Game Design Project III (1.0 cu/4 credits)
  - CAT 420 / Capstone Project (1.0 cu/4 credits)
- 9. Students must complete a minimum of 8 course units/32 credits at Bloomfield College to meet the Bloomfield College residency requirements.
- 10. Any modifications to the curriculum or course equivalencies are subject to approval of the chief academic officers of both Mercer County Community College and Bloomfield College.
- 11. Each institution will inform the other in a timely manner of proposed and affected modifications of programs covered in this agreement.
- 12. This Agreement will remain in effect until modification by mutual consent or terminated with appropriate written notice by either party due to program alterations.

Bloomfield College and Mercer County College Transfer Articulation Agreement Revision May 2014 Game Development/Design

Approvals:	
For Bloomfield College:	For Mercer County Community College:
Richard A. Levao, President	Patricia C. Donohue, Ph.D., President
Marion Terenzio, Ph.D. Vice President for Academic Affairs and Dean of Faculty	Donald Generals, Ph.D. Vice President for Academic Affairs and Dean for American Honors
	Jacob Eapen Vice President for Administration and Chief Business Officer
	Robin Schore, Ph.D., Dean of Liberal Arts
	Ric Giantisco Coordinator, Game Design and Game Programming

Table of Equivalencies for Bloomfield College General Education Requirements and Electives

Bloomfield College General Education Curriculum	Mercer County Community College Equivalencies
Common Core (4 course units/16 credits)	
WRT 106 Argumentative & Analytic Writing	ENG 101 English Composition I
WRT 107 Synthesis & Research Writing	ENG 102 English Composition II
MTH 103 Understanding Our World	MAT 108 Topics in Mathematics
MTH 105 Abstract Reasoning	MAT 115 Algebra and Trigonometry I
or	or
MTH 114 Precalculus	MAT 146 Precalculus
General Education Electives for the B.A. degree	Equivalencies for each elective category are
must take courses addressing the following	available on NJ Transfer
competencies (9 course units/36 credits):a, b, c	
Aesthetic Appreciation (2.0 course units/ 8 credits)	
Communication Skills (1.0 course units/4 credits)	
Multi/Transcultural and Global Awareness (2.0	
course units/8 credits)	
Problem Solving and Critical Thinking (3.0 course	
units/12 credits)	
Scientific and Technical Skills (1.0 course units/4	
credits of a lab science)	
Elective Credit	
Elective Credit	HPE 110 Concepts of Health and Fitness

<sup>&</sup>lt;sup>a</sup>Two course units may be from the list of major requirements and will count as two General Education electives.

<sup>&</sup>lt;sup>b</sup>Two course units must be identified as Writing Intensive (WI).

<sup>&</sup>lt;sup>c</sup>Four course units must be at the 200-level or above.