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.

1. 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.

2. 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;
   b. 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
  o Problem Solving and Critical Thinking – 2 course units and
  o 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.
Approvals:

For Bloomfield College:

_________________________________________
Richard A. Levao, President

______________________________
Marion Terenzio, Ph.D.
Vice President for Academic Affairs and
Dean of Faculty

For Mercer County Community College:

Patricia C. Donohue, Ph.D., President

_________________________________________
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
Attachment

Table of Equivalencies for Bloomfield College General Education Requirements and Electives

<table>
<thead>
<tr>
<th>Bloomfield College General Education Curriculum</th>
<th>Mercer County Community College Equivalencies</th>
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</thead>
<tbody>
<tr>
<td>Common Core (4 course units/16 credits)</td>
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</tr>
<tr>
<td>WRT 106 Argumentative &amp; Analytic Writing</td>
<td>ENG 101 English Composition I</td>
</tr>
<tr>
<td>WRT 107 Synthesis &amp; Research Writing</td>
<td>ENG 102 English Composition II</td>
</tr>
<tr>
<td>MTH 103 Understanding Our World</td>
<td>MAT 108 Topics in Mathematics</td>
</tr>
<tr>
<td>MTH 105 Abstract Reasoning or MTH 114 Precalculus</td>
<td>MAT 115 Algebra and Trigonometry I or MAT 146 Precalculus</td>
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General Education Electives for the B.A. degree must take courses addressing the following 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)

<table>
<thead>
<tr>
<th>Elective Credit</th>
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<tr>
<td>Elective Credit</td>
<td>HPE 110 Concepts of Health and Fitness</td>
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</table>

^{a}Two course units may be from the list of major requirements and will count as two General Education electives.
^{b}Two course units must be identified as Writing Intensive (WI).
^{c}Four course units must be at the 200-level or above.