

Transfer Institution: Waukesha County Technical College Associate Degree Program: IT-Web and Software Developer Bachelor's Degree Program: Computer Science | Video Game Design Academic Year: 2024-2025

GENERAL STUDIES COURSES *asterisk indicates preferred course for transfer.

WCTC			CARROLL		
COURSE NUMBER	COURSE TITLE	CREDIT	COURSE NUMBER	COURSE TITLE	CREDIT
801-136 or 801-223 Approved Sub	English Composition I English Composition II	3	ENG170	Writing Seminar	3
801-197 or 801-243 Approved Sub	Technical Reporting Business Writing	3	COM227	Technical Writing in Organizations	3
801-198 or 801-196	Speech Oral/Interpersonal Communication	3	COM101	Principles of Communication	3
804-133 or 804-118, 804-195 804-198* Approved Sub	Math & Logic Int.Alg w/Apps, College Alg w/Apps Calculus I (4 cr)	3	NON001 MAT101 MAT140	Does Not Transfer Intermediate Algebra Calculus and It's Applications (4 cr)	0 3
809-143* or 809-195 Approved Sub	Microeconomics Economics	3	EC0124 OTH000	Principles of Economics-Microeconomics Electives	3
809-199 or 809-198* Approved Sub	Psychology of Human Relations Intro to Psychology	3	OTH000 PSY101	Elective Introductory Psychology	3
Total general studies credits earned:				Total general studies credits accepted:	18

CORE COURSES

WCTC	WCTC CARROLL					
COURSE NUMBER	COURSE TITLE	CREDIT	COURSE NUMBER	COURSE TITLE	CREDIT	
107-119 or 107-118 Approved Sub	System Analysis Agile Methods Information Systems Design (4 cr)	3	CSC220	Information Systems	3	
107-137 or 107-117 Approved Sub	IT Internship IT Co-Op (2 cr)	1	ОТН000	Elective	1	
152-103 or 152-137*, 152-142* Approved Sub	Mobile Application Development Mobile iOS App Development (4 cr) Mobile Application Development (3 cr)	2	OTH000 CSC353*	Elective Mobile Application Development	2	
152-105* or 201-110 Approved Sub	Intro to Web Development Webpage Design I (3 cr)	2	½ CSC319	World Wide Web Programming	2	
152-108	Web Server Administration	2	OTH000	Elective	2	
152-109	.Net Web Development	4	1/2 CSC319	World Wide Web Programming	4	
152-112	Intro to Programming with C##	3	OTH000	Elective	3	
152-130* or 152-134, 152-138 Approved Sub	Introduction to Java Java Programming (4 cr) Java Programming (3 cr)	2	½ CSC110	Problem Solving through Programming	2	
152-131 or 152-135 Approved Sub	Software Architecture Advanced Java Programming (4 cr)	2	OTH000 CSC111	Elective Introduction to Java	2	
152-145 or 152-171	Advanced Web Services Development Adv Web Services Development (3 cr)	2	ОТН000	Elective	2	
152-168 or 152-169 Approved Sub	JavaScript JavaScript (4 cr)	3	½ CSC110	Problem Solving through Programming	3	
152-170	IS Project	4	IS Project	Elective	4	
152-179	JavaScript 2	4	CSC111	Introduction to Java	4	
152-197 or 152-198 Approved Sub	Distributed Java Distributed Java Programming (4 cr)	3	ОТН000	Elective	3	
156-101	.Net Database Programming	3	OTH000	Elective	3	
156-108 or 152-115 Approved Sub	Intro to Databases & Reporting Database Concepts and SQL (3 cr)	1	½ CSC351	Database Design and Implementation	1	
156-109 or 152-115 Approved Sub	Intro to SQL Database Concepts and SQL (3 cr)	2	½ CSC351	Database Design and Implementation	2	
890-108 or 107-117 Approved Sub	Employment Success IT Co-Op (2 cr)	1	ОТН000	Elective	1	
	Total core credits earned:	44		Total core credits earned:	44	
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Total credits required for graduation:

Total transfer credits accepted:

ADDITIONAL COURSES TO BE COMPLETED FOR B.S. DEGREE

CCS199 Cultural Survey 2 may satisfy the CCD requirement and a Distribution Area requirement in a single course. Cross-Cultural Development Options exist 0 Cross-Cultural Experience Options exist; immersion experience 0 CCS400 Global Perspectives Colloquium 2 Fine Arts 1 ART112 0 Humanities 1 ENG215 0 Philosophy/Ethics/Religion 1 Options exist 4 GE2 - General Education 2/ Cose-Cultural Experience Options exist 4 VIDEO GAME DESIGN COURSES 0 CSC303 Network Protocols (4 cr) ART112 Visual Narrative: 2D & 3D 4 CSC303 Network Protocols (4 cr) ENG205 Interactive Fiction Writing: stories and Games for Online Env. 4 CSC323 Programming Languages (4 cr) Finde S150 Digital Toolbox - Phitoshop/Illustrator 4 If 52-137 or 152-142 is completed at WCTC, CSC353 credit is awarded to fulfill the CSE Elective. VGD316 Video Game Design II 4 1 VGD316 Video Game Design II 4 VGD499 Video Game Design Capstone 4 VGD499 Video Game Design III 4 <th>CARROLL</th> <th></th> <th></th> <th></th>	CARROLL					
CSC240 Computer Org and Architecture 4 Computer Science and Video Game Development program requirements: https://catalog.carrollu.edu/preview.program.php?catoid=11&poid=15&poid=15&poid=15&poid=15&poid=15&poid=16&		COURSE TITLE	CREDIT	PROGRAM NOTES		
CSC440 Compare Organization of the second seco	CSC226	Data Structures Using Java	4	· · ·		
CSC341 Software Design and Development 4 Development Interminity CSC Elective See options 44 CSC 480 Projects-CSC Majors 44 CSC 480 Intermship 44 MAT130 (prereq for MAT160)* Elementary Functions 44 MAT160 Calculus 1 44 CCS 199 Cultural Survey 2 Cross-Cultural Development Options exist 0 Cross-Cultural Experience Options exist 0 CCS400 Global Perspectives Colloquium 2 Fine Arts 1 ART112 0 Humanities 1 ERG215 0 Philosophy/Ethics/Religion 1 Options exist 44 GE2 - General Education 2 Options exist 44 ENG205 Interrative Fiction Writing: and Games for Omine Env. 44 ENG205 Interrative Toolsor. 44 ENG205 Interrative Toolsor. 44 ENG205 Interrative Toolsor. 44 ENG205 Interrative Toolsor. 44 ENG205 Interrative Fiction Writing: and Games	CSC240	Computer Org and Architecture	4	https://catalog.carrollu.edu/preview_program.php?catoid=11&poid=1458 https://catalog.carrollu.edu/preview_program.php?catoid=11&poid=1689&		
CSC Elective See options 4 United 201 CSC 450 Projects-CSC Majors 4 Please see Pioneer Core for description of General Education requirements - https://catalog.carrollu.edu/content.php?catoid=11&navoid=277 MAT130 (prered for MAT160)* Elementary Functions 4 MAT160 Calculus 1 4 MAT160 Calculus 1 4 Cores-Cultural Evelopment Cptions exist 0 Cross-Cultural Experience Options exist, immersion experience 2 CS400 Global Perspectives Colloquium 2 Fine Arts 1 ART112 0 Humanities 1 ENG215 0 Philosophy/Ethics/Religion 1 Options exist 4 VIDEO GAME DESIGN COURSES 4 CSC333 Network Protocols (4 cr) RT112 Visual Narrative: 2D & 3D 4 VGS015 Video Game Budges 4 VGD015 Interactive Ficton Writing: and Games Gr Online Env. 4 RT112 Visual Narrative: 2D & 3D 4 VGS015 Video Game Budges 4 VGD015 I	CSC341		4			
CSC480 Internship A MAT130 (prereq for MAT160)* Elementary Functions 4 MAT130 (prereq for MAT160)* Elementary Functions 4 MAT160 Calculus 1 4 MAT160 Calculus 1 4 MAT160 Calculus 1 4 CCS199 Cultural Survey 2 Cross-Cultural Development Options exist 0 Cross-Cultural Experience Options exist, immersion 2 2 CCS400 Global Perspectives Colloquiu 2 Fine Arts 1 ART112 0 Humanities 1 ENC215 0 Philosophy/Ethics/Religion 1 Options exist 4 Options exist 4 CSC 2030 Network Protocols (4 cr) CSC400 Global Perspectives Colloquiu 2 Fine Arts 1 ART112 0 Humanities 1 ENC215 0 Philosophy/Ethics/Religion 1 Options exist 4 Options exist 4 CSC 2030 Network Protocols (4 cr) CSC 400 Collease and the options: CSC 2030 Network Protocols (4 cr) CSC 2030 Network Protocols (4 cr) CSC 2033 Network Protocols (4 cr) CSC 404 Software Engineering (4 cr) CSC 2043 Software Engineering (4 cr) CSC 404 Soft	CSC Elective		4			
CSC480 Internship 4 MAT130 (prereq for MAT180)* Elementary Functions 4 MAT160 Calculus 1 4 MAT160 Calculus 1 4 MAT160 Calculus 1 4 Matte Costage Calculus 1 4 CSS199 Cultural Survey 2 may satisfy the CCD requirement and a Distribution Area requirement in a single course. Cross-Cultural Experience Options exist 0 Total credits required for graduation are based upon a calculation of transfer credits accepted plus credits required to complete the B.S. degree. CS400 Global Perspectives Colloquium 2 Total credits required for graduation are based upon a calculation of transfer credits accepted plus credits is required to complete the B.S. degree. Mat112 ART112 0 NOTE: The Video Game Design Major is not a stand-alone major; it must be paired with another major. Computer Science is the primary major. CSC Elective from the following options: - CSC2012 Practical Cybersecurity (4 cr) Cess-Cultural Development Options exist 4 VDEC GAME DESIGN COURSES - - ART112 Visual Narrative: 2D & 3D 4 <td>CSC450</td> <td>Projects-CSC Majors</td> <td>4</td> <td>Please see Pioneer Core for description of</td>	CSC450	Projects-CSC Majors	4	Please see Pioneer Core for description of		
MAT130 (prereq for MAT160)* Elementary Functions 4 MAT160 Calculus 1 4 MAT160 Calculus 1 4 CCS199 Cultural Survey 2 Cross-Cultural Development Options exist 0 Cross-Cultural Experience Options exist, immersion experience 0 CCS400 Global Perspectives Colloquium 2 Fine Arts 1 ART112 0 Humanities 1 ENG215 0 Philosophy/Ethics/Religion 1 Options exist 4 CS2 General Education 2/ Cross-Cultural Development Options exist 4 VIDE0 GAME DESIGN COURSES ART112 Visual Narrative: 2D & 3D Fine Art5 Visual Narrative: 2D & 3D 4 CS2 General Education 2/ Cross-Cultural Development Options exist 4 VIDE0 GAME DESIGN COURSES 4 CSC330 Network Protocols (4 cr) RT112 Visual Narrative: 2D & 3D 4 ENG215 Video Game Busing for Online Env. CSC333 Notiverk Protocols (4 cr) CSC440 Software Engineering (4 cr) CSC333 Voleand Lapplication Development (4 cr)* GRC150 Digital Toolbox - Photoschap/Illustrator 4 VGD315 Video Game Design II 4 VGB316 Video Game Design II	CSC480	Internship	4			
MAT160 Calculus 1 4 Some GE1 and GE2 Distribution courses are also designated Cross-Cultural Development (CCD). Students must take at least one CCD course. Students may satisfy the CCD requirement and a Distribution Area requirement in a single course. Cross-Cultural Development Options exist 0 Cross-Cultural Experience Options exist; immersion experience 0 Cross-Cultural Experience Options exist; immersion experience 2 CS400 Giobal Perspectives Colloquium 2 Fine Arts 1 ART112 0 Humanities 1 EN6215 0 Philosophy/Ethics/Religion 1 Options exist 4 GE2 - General Education 2/ Options exist 4 CSG205 Interactive Fiction Writing: Stories and Games for Online Env. and Games for Onl	MAT130 (prereg for MAT160)*	Elementary Eunctions	4	https://catalog.carrollu.edu/content.php?catoid=11&navoid=277		
Immin do Calculus I Participation CCS199 Cultural Survey 2 Cross-Cultural Development Options exist 0 Cross-Cultural Experience Options exist, immersion experience 0 CCS400 Global Perspectives Colloquium 2 Fine Arts 1 ART112 0 Humanities 1 ENG215 0 Philosophy/Ethics/Religion 1 Options exist 4 CSC GAME Description 0 CSC Elective from the following options:		-		Some GE1 and GE2 Distribution courses are also designated Cross-Cultural		
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Cross-Cultural Experience Options exist; immersion experience Total credits required for graduation are based upon a calculation of transfer credits accepted plus credits required to complete the B.S. degree. Aminimum of 128 credits is required to complete the B.S. degree. CS400 Global Perspectives Colloquium 2 Fine Arts 1 ART112 0 Humanities 1 ENG215 0 Philosophy/Ethics/Religion 1 Options exist 4 CSS-General Education 2/ Coss-Cultural Development Options exist 4 VIDEO CAME DESIGN COURSES ART112 Visual Narrative: 2D & 3D 4 ENG205 Interactive Fiction Writing: and Games for Online Env. 4 ENG215 Video Game Studies 4 VGD115 Introduction to Video Game Design 4 VGD315 Video Game Design II 4 VGD316 Video Game Design III 4 VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82 82	CCS199	Cultural Survey	2	may satisfy the CCD requirement and a Distribution Area requirement in a		
Cross-Cultural Experience Options exist; immersion experience 2 CCS400 Global Perspectives Colloquium 2 Fine Arts 1 ART112 0 Humanities 1 ENG215 0 Philosophy/Ethics/Religion 1 Options exist 4 GE2 - General Education 2/ cross-Cultural Development Options exist 4 VIDEO GAME DESIGN COURSES CSC 307 Operating Systems/Web Master Fund-Unix /Linux Apache (4 cr) ART112 Visual Narrative: 2D & 3D 4 ENG205 Interactive Fiction Writing: and Games for Online Env. 4 Find Stries and Games for Online Env. 6 VGD115 Digital Toolbox - Photoshop/Illustrator 4 VGD15 Video Game Design II 4 VGD316 Video Game Design III 4 VGD316 Video Game Design III 4 VGD499 Video Game Design III 4 Total credits required to complete degree: 82	Cross-Cultural Development	Options exist	0			
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VIDEO GAME DESIGN COURSESART112Visual Narrative: 2D & 3D4ENG205Interactive Fiction Writing: Stories and Games for Online Env.4ENG215Video Game Studies4GRC150Digital Toolbox - Photoshop/Illustrator4VGD115Introduction to Video Game Design4VGD315Video Game Design III4VGD316Video Game Design III4VGD499Video Game Design Capstone4Total credits required to complete degree: 8282		Options exist	4	 CSC275 Practical Cybersecurity (4 cr) 		
AR1112 Visual Narrative: 2D & 3D 4 ENG205 Interactive Fiction Writing: Stories 4 ENG215 Video Game Studies 4 GRC150 Digital Toolbox - Photoshop/Illustrator 4 VGD115 Introduction to Video Game 4 UGD315 Video Game Design II 4 VGD316 Video Game Design III 4 VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82	VIDEO GAME DESIGN COURSE	S		CSC307 Operating Systems/Web Master Fund-Unix		
ENG205 Interactive Fiction Writing: Stories and Games for Online Env. 4 CSC353 Mobile Application Development (4 cr)* CSC440 Software Engineering (4 cr) CSC491 Special Studies/Topics 1 (4 cr) ENG215 Video Game Studies 4 GRC150 Digital Toolbox - Photoshop/Illustrator 4 VGD115 Introduction to Video Game Design 4 VGD315 Video Game Design II 4 VGD316 Video Game Design III 4 VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82	ART112	Visual Narrative: 2D & 3D	4			
and Games for Online Env.• CSC491 Special Studies/Topics 1 (4 cr)ENG215Video Game Studies4GRC150Digital Toolbox - Photoshop/Illustrator4VGD115Introduction to Video Game Design4VGD315Video Game Design II4VGD316Video Game Design III4VGD391Topics in Video Game Design Capstone4Total credits required to complete degree:82	ENG205	Interactive Fiction Writing:	4			
ENG215 Video Game Studies 4 GRC150 Digital Toolbox - Photoshop/Illustrator 4 VGD115 Introduction to Video Game Design 4 VGD315 Video Game Design II 4 VGD316 Video Game Design III 4 VGD391 Topics in Video Game Design I 4 VGD499 Video Game Design Capstone 4						
GRC150 Digital Toolbox - Photoshop/Illustrator 4 awarded to fulfill the CSE Elective. VGD115 Introduction to Video Game Design 4 If 804-118 Int. Alg w/Apps or 804-195 College Alg w/Apps is completed at WCTC, then MAT130 Elementary Functions is required to satisfy prerequisite for MAT160 Calculus I. VGD316 Video Game Design III 4 VGD391 Topics in Video Game Design 4 VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82	ENG215		4	CSC491 Special Studies/Topics 1 (4 cr)		
Photoshop/Illustrator Awarded to fulfill the CSE Elective. VGD115 Introduction to Video Game 4 VGD315 Video Game Design II 4 VGD316 Video Game Design III 4 VGD391 Topics in Video Game Design Q 4 VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82	CPC150	Digital Taalbay	4			
Design Design If 004-118 Int. Alg W/Apps of 804-195 College Alg W/Apps is completed at WCTC, then MAT130 Elementary Functions is required to satisfy prerequisite for MAT160 Calculus I. VGD316 Video Game Design III 4 VGD391 Topics in Video Game Design Qapstone 4 VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82	GRUIDU	Photoshop/Illustrator	4	awarded to fulfill the CSE Elective.		
VGD315 Video Game Design II 4 Completed at WCTC, then MAT130 Elementary Functions is required to satisfy prerequisite for MAT160 Calculus I. VGD316 Video Game Design III 4 VGD391 Topics in Video Game Design 4 If 804-198 Calculus I (equivalent to MAT140 at CU) is completed at WCTC, MAT130 Elementary Functions would not be required. VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82	VGD115		4			
VGD391 Topics in Video Game Design 4 VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82	VGD315		4			
VGD391 Topics in Video Game Design 4 VGD499 Video Game Design Capstone 4 Total credits required to complete degree: 82	VGD316	Video Game Design III	4	If 804-198 Calculus I (equivalent to MAT140 at CU) is completed at WCTC,		
Total credits required to complete degree: 82	VGD391	Topics in Video Game Design	4			
	VGD499	Video Game Design Capstone	4			
Total credits required for graduation: 144	Total credits required to complete degree:		82			
		Total credits required for graduation:	144			

🚯 CARROLL UNIVERSITY

PIONEER CORE | GENERAL EDUCATION REQUIREMENTS

All students must fulfill the Carroll University Pioneer Core requirements including the Cross- Cultural and Distribution components to receive their degree: CCS199, ENG170, Cross-Cultural Development (CCD), Cross-Cultural Experience (CCE) and CCS400.

DISTRIBUTION COMPONENTS

The Distribution Components include four introductory level General Education 1 (G1 courses and one higher-level General Education 2 (GE2) course, outside of their major. A GE2 course must be from the same discipline as one of the GE1 courses taken (i.e., a GE1 English course and a GE2 English course) or in a pre-approved cognate field. Students will complete coursework in Fine Arts, Humanities, Philosophy/Ethics/Religion, Social Sciences and Natural Sciences. Students are waived from the GE1/GE2 area that houses their major.

MATHEMATICAL LITERACY - degree specific, see courses listed.

GRADUATION REQUIREMENTS

- Students must earn a minimum of 128 credits; with the final 32 credits completed at Carroll.
- Students must earn a minimum 2.0 cumulative GPA, a minimum 2.0 Carroll GPA and a minimum 2.0 major GPA.
- One-fourth of major requirements must be completed at Carroll.
- 64 credits may transfer from a two-year institution.

MISCELLANEOUS

- Students with the **A.A.S. Web & Software Developer** degree will transfer with junior standing provided the degree includes appropriate program and grade requirements.
- Due to changes in course content, transfer equivalencies are subject to change.