ADVANCE AGREEMENT

To maintain my enrollment in the ADVANCE/NOVA- MASON partnership, I acknowledge that I will:

- Enroll in a minimum of six credits approved for my Advance pathway each fall semester and each semester.
- Complete ENG 111, ENG 125 and the required math for my Advance pathway with grades of A, B, or C in each course within my first 30 credits of enrollment at NOVA.
- Earn grades of A, B or C in all courses.
- Maintain a minimum 2.5 cumulative grade point average each semester at NOVA.
- Maintain communication with my ADVANCE Success Coach each semester to insure that I am enrolled in the courses leading to completion of my associate's degree.
- Read and comply with the NOVA and MASON Codes of Student Conduct at: *nvcc.edu/students/handbook/conduct.html* and *studentconduct.gmu.edu*
- Adhere to the Mason Honor Code: *To promote a stronger sense of mutual responsibility, respect, trust, and fairness among all members of the George Mason University Community and with the desire for greater academic and personal achievement, we, the student members of the university community, have set for this Honor Code: Student Members of the George Mason University community pledge not to cheat, plagiarize, steal, or lie in matters related to academic work.*
- Be responsible for responding to emails sent to my NOVA and MASON email accounts
- Graduate from NOVA with the applicable Associate of Arts, Associate of Science or Associate of Applied Science degree.

Administration of ADVANCE

Advance students with 63 or fewer credits are guided by the academic policies of NOVA. Advance students with 64 or more credits are guided by the academic policies of MASON.

Violations of student behavioral codes may be addressed by one or both institutions. The applicable code will be based on location of the incident(s), severity, as well as in collaboration between the conduct offices at both institutions. Additionally, a student may be charged by both institutions if a possible outcome is suspension or dismissal (expulsion).

Referrals for possible violations of Academic Integrity will be addressed according to the host institution of a particular class. This will be determined by the course listing (i.e. either NOVA or MASON) as well as the affiliation of the faculty member instructing the course.

Enrollment and Financial Aid

With the written approval of the Success Coach, ADVANCE students may co-enroll in a maximum of 9 credits at Mason during the first 63 credits of NOVA enrollment. Each lower-level course must be designated 100-299 and be approved to fulfill an associate's degree pathway requirement.

Advance students recognize that academic, registration and payment policies are different at NOVA and MASON. Additionally, the academic calendars of both institutions vary. Students are expected to comply with the deadlines, policies and procedures at the institution where they are taking courses.

For purposes of awarding financial aid, NOVA will be the home school until the student has completed 63 credits toward their associate's degree in the Advance Program at NOVA, and Mason will be the host school. Upon completion of 63 credits toward their associate's degree in the Advance Program at NOVA, Mason will become the home school, and NOVA will be the host school.

FERPA and Student Records

NOVA and MASON will share academic and financial aid information about ADVANCE students under the terms of the Family Educational Rights and Privacy Act of 1974 (FERPA). FERPA protections go into effect on the first day of classes of the student's first term of enrollment.

I agree to abide by the information provided in the ADVANCE Agreement.

Name:_____

EMPL ID:_____

Date:_____

3/1/2019

ADVANCE
A NOVA | MASON PARTNERSHIP

A.S. General Studies/B.F.A. Computer Game Design

2019-20

A.S. General Studies Pathway (Computer Game Design)	2019-2020

ADVANCE Program Milestones

1. **Students must take SDV 100 or SDV 101 in the first semester at NOVA.**
2. **Students must begin Developmental coursework in the first semester in ADVANCE at NOVA.**
3. **Students must take first college-level MTH course and ENG 111 in the semester immediately following the completion of any MTE or ENF courses (excluding summer).**
4. **In the first 30 credits, students must:**
   - **a. Complete ENG 111 and ENG 112 with a C or better.**
   - **b. Complete the first college-level MTH course with a C or better.**
5. **Students must complete at least six degree-applicable credits with a C or better each fall and spring semester.**
6. **Students must maintain a 2.5 cumulative GPA.**
7. **Students must successfully complete the portfolio requirement prior to Mason matriculation.**
8. **Students must apply for NOVA graduation and complete their Associate's degree.**

Portfolio Requirement:
All students in this pathway must successfully complete a portfolio review before they can matriculate in the Computer Game Design program at George Mason University. For BFA Portfolio Guidelines, please visit: https://cvpa.gmu.edu/admissions/undergraduate-admissions/computer-game-design-admissions

	NOVA DEGREE REQUIREMENT SEQUENCE	Credits	Courses	MASON TRANSFER EQUIVALENT	MASON CORE/DEGREE EQUIVALENT
1	SDV Course	1	SDV 100 College Success Skills **OR** SDV 101 Orientation to XXX	UNIV 100	Elective
2	ENG 111	3	ENG 111 College Composition I	ENGH 101	Written Comm
3	MTH 154	5	MTH 167 Pre-Calculus with Trigonometry	MATH 105	ELECTIVE
4	Open Elective #1	3	CST 151 Film Appreciation I	ENGH L372	DEGREE
5	Social/Behavioral Sciences #1	3	PSY 200 Principles of Psychology	PSYC 100	Soc/Behav
6	ENG 112	3	ENG 112 College Composition II	ENGH XXX	Elective
7	Science Course #1	4	BIO 101 General Biology I **OR** CHM 101 General Chemistry I **OR** ENV 121 General Environmental Science I **OR** GOL 105 Physical Geology	BIOL 103 CHEM 103 EVPP 110 GEOL 101	NAT SCIENCE
8	Humanities/Fine Arts #1	3	ART 131 Fundaments of Design I	AVT 104	Arts
9	Science Course #2	4	PHY 101 Introduction to Physics I **OR** PHY 231 General University Physics I	PHYS 103 PHYS 160/161	NAT SCIENCE
10	CST Course	3	CST 100 Principles of Public Speaking **OR** CST 110 Introduction to Communication	COMM 100 COMM 101	Oral Comm
11	Open Elective #2	3	ART 140 Intro to Graphic Skills	AVT 180	Info Tech
12	Humanities/Fine Arts #2	3	ART 121 Drawing I **OR** ART 141 Typography I **OR** ART 231 Sculpture I **OR** ART 241 Painting I **OR** ART 271 Printmaking I **OR** PHT 101 Photography I	AVT 222 AVT 215 AVT 262 AVT 232 AVT 243 AVT 252	DEGREE
13	HIS Course	3	HIS 101 History of Western Civilization I **OR** HIS 102 History of Western Civilization II **OR** HIS 112 History of World Civilization II	HIST 101 HIST 102 HIST 125	Western Civ
14	Open Elective #3	3	MTH 263 Calculus I	MATH 113	Quant
15	ITE 115	3	ITE 115 Introduction to Computer Applications and Concepts	IT 103	Elective

16	Transfer Elective #4	3	ART 121 Drawing I **OR** ART 141 Typography I **OR** ART 231 Sculpture I **OR** ART 241 Painting I **OR** ART 271 Printmaking I **OR** PHT 101 Photography I	AVT 222 AVT 215 AVT 262 AVT 232 AVT 243 AVT 252	DEGREE
17	Open Elective #5	3	GAME 210 Basic Game Design	GAME 210	DEGREE
18	Open Elective #6	3	GAME 230 History of Game Design	GAME 230	DEGREE
19	Social/Behavioral Sciences #2	3	GEO 220 World Regional Geography **OR** PLS 140 Introduction to Comparative Gov't **OR** PLS 241 International Relations I **OR** PSY 219 Cross-Cultural Psychology **OR** REL 231 Religions of the World I **OR** REL 232 Religions of the World II	GGS 101 GOVT 133 GOVT 132 PSYC L379 RELI 212 RELI 211	Global
20	Open Elective #7	3	ENG 236 Introduction to the Short Story **OR** ENG 241 Survey of American Literature I **OR** ENG 242 Survey of American Literature II **OR** ENG 251 Survey of World Literature I **OR** ENG 252 Survey of World Literature II **OR** ENG 253 Survey of African-American Literature I	ENGH 202	Literature
A. S. GENERAL STUDIES DEGREE TOTAL		**62**			

For academic policies and procedures, please see NOVA catalog - http://www.nvcc.edu/catalog/index.html

	MASON DEGREE REQUIREMENT SEQUENCE	Credits	Course	MASON CORE/DEGREE EQUIVALENT
21	Major Core	3	GAME 140 Applied Coding for Game Designers **OR** CS 112 Introduction to Computer Programming	DEGREE
22	Gen Ed: Written Communication (Upper level)	3	ENGH 302 Advanced Composition	Written Comm
23	Major Core	3	GAME 231 Computer Animation for Games	DEGREE
24	Major Core	3	GAME 232 Online and Mobile Gaming	DEGREE
25	Major Core	3	GAME 250 Music for Film and Video	DEGREE
26	Major Core	1	GAME 300 Portfolio Preparation	DEGREE
27	Major Core	3	GAME 310 Game Design Studio	DEGREE
28	Major Core	3	GAME 398 Advanced Game Design Animation	DEGREE
29	Major Core	3	GAME 367 Writing and Editing Music and Sound	DEGREE
30	Digital Media Elective	3	Approved Digital Media Elective*	DEGREE
31	Major Core	4	GAME 330 Computer Game Platform Analysis **AND** GAME 331 Consumer Gaming Platform Analysis Lab	DEGREE
32	Major Core	3	GAME 332 RS: Story Design for Computer Games	Writing Intensive
33	Major Core	1	GAME 489 Pre-Internship Seminar	DEGREE
34	Major Core	3	GAME 410 Advanced Game Design Studio	DEGREE
35	Digital Media Elective	3	Approved Digital Media Elective*	DEGREE
36	Major Core	3	GAME 490 Senior Game Design Capstone (must be taken twice)	DEGREE
37	Digital Media Elective	3	Approved Digital Media Elective*	DEGREE
38	Digital Media Elective	3	Approved Digital Media Elective*	DEGREE
39	General Electives	1-3	General Electives (See: Advisor)	DEGREE
40	Major Core	3	GAME 491 Internship	DEGREE
41	Gen Ed: Synthesis	3	GAME 490 Senior Game Design Capstone	Synthesis
B.F.A. COMP. GAME DESIGN DEGREE TOTAL		**120**		

Denotes a course that must be taken at George Mason University. Please see your Success Coach to enroll.

*For approved Digital Media Elective courses, please visit: https://catalog.gmu.edu/colleges-schools/visual-performing-arts/computer-game-design/computer-game-design-bfa/#requirementstext

General Note: All GAME undergraduate students must earn a minimum 2.00 cumulative GPA in their major. All GAME courses except GAME 101 Introduction to Game Design (Mason Core), GAME 250 Music for Film and Video, and GAME 367 Writing and Editing Music and Sound must be passed with a grade of C or better.

For academic policies and procedures, please see Mason catalog - https://catalog.gmu.edu/policies/

Students seeking a bachelor's degree must apply at least 45 credits of upper-level courses (numbered 300 or above) toward graduation requirements