

**PROGRAM-TO-PROGRAM TRANSFER AND ARTICULATION AGREEMENT
BETWEEN
BLOOMFIELD COLLEGE
AND
COUNTY COLLEGE OF MORRIS**

**AAS in Computer Information Systems Game Development Option
to BS in Game Programming and BA in Creative Arts and Technology/Game Design**

WHEREAS, Bloomfield College, located at 467 Franklin Street, Bloomfield, NJ 07003 (hereinafter “BC”), offers a Bachelor of Science in Game Programming and a Bachelor of Arts in Creative Arts and Technology/Game Design and

WHEREAS, County College of Morris, located at 214 Center Grove Road, Randolph, NJ 07869 (hereinafter “CCM”), offers an AAS Degree in Computer Information Systems/Game Development Option; and

WHEREAS, Bloomfield College and County College of Morris desire to facilitate the transfer of students from an AAS Degree in Game Development at CCM to the BS in Game Programming program and BA in Creative Arts and Technology/Game Design at BC and avoid duplication of degree requirements where possible; and

WHEREAS, subject to the terms of this Transfer and Articulation Agreement, a student who has earned the AAS Degree in Computer Information Systems/Game Development Option at CCM shall be guaranteed admission to Bloomfield College.

TERMS of TRANSFER:

- a. Minimum Qualifications for Admission.** In addition to the other requirements set forth in this Agreement, to be eligible for transfer from CCM to Bloomfield College under this Agreement, a student must:
- 1) Graduate from CCM with a grade point average (GPA) of 2.25 or higher on a 4.0 scale;
 - 2) Graduate from CCM with a Major GPA of 2.25 or higher on a 4.0 scale;
 - 3) Enroll at Bloomfield College within one year of graduation from CCM;
 - 4) Not attend another institution of higher education between the time they graduate from CCM and enroll at BC;
 - 5) Satisfy all conditions stated in this Agreement and all other regular Bloomfield College admission requirements.
- b. Admission Process:**
- ◆ The student must submit a completed application for admission and an official final CCM transcript, indicating receipt of the AAS Degree in Computer Information Systems/Game Development Option directly to the BC Office of Admission. Students are encouraged to apply well before the application deadline. (Please refer to the most recent BC application for transfer application deadlines).
 - ◆ *The application fee is waived for CCM students applying under this Agreement.*
 - ◆ Upon admission to BC, the student must submit the appropriate advanced deposit.
- c. Once Admitted to Bloomfield College:**
- ◆ The student must follow the graduation requirements in effect at Bloomfield College at the time of enrollment, including Major and General Education curricula and elective requirements.
 - ◆ The student must schedule an appointment with the Advising Office for transcript evaluation and registration as directed in the acceptance letter.
- d. Transfer Credits.** Bloomfield College will accept up to 64 credits from CCM, which include credits in general education/pre-requisite, co-requisite and free electives, and major credits, for courses with a grade of “C” or better. Course equivalencies in place at the date of this Agreement are set forth in the attachments. Credit earned by exam, prior learning assessment, internship courses, and other courses not offered for credit at BC, may not be transfer.
- e. Bloomfield College Transfer Advising.** The Bloomfield College B.S. in Game Programming and B.A. in Creative Arts and Technology/Game Design Concentration Coordinator and the CCM Transfer Articulation Center will ensure that all transfer course equivalencies listed in the attachment are applied towards the student’s BC transcript.

f. Credit toward the major course requirements for the *B.A. in Creative Arts and Technology/Game Design* Concentration at BC will be awarded as a package. Students who have completed the AAS in Computer Information Systems/Game Development Option at CCM will have the following major requirements (7.0 course units (cus)/28 credits) remaining to take at BC:

- ◆ CAT 120 / Drawing I (1.0 cu/4 credits)
- ◆ CAT 209 / Game Methodology (1.0 cu/4 credits)
- ◆ CAT 237 / Group Game Project I (1.0 cu / 4 credits)
- ◆ CAT 308 / Group Game Project II (1.0 cu/4 credits)
- ◆ CAT 380 / Internship I (1.0 cu/4 credits)
- ◆ CAT 408 / Game Capstone (1.0 cu/4 credits)
- ◆ CAT 420 / Capstone Project (1.0 cu/4 credits)

g. Credit toward the major requirements for the *B.S. in Game Programming* at BC will be awarded as a package. Students who have completed the AAS in Computer Information Systems Game Development Option at CCM will have the following major requirements (8.0 cu/32 credits) remaining to take at BC:

- ◆ MTH 221 / Calculus & Analytical Geometry *OR* MTH 332 / Discrete Mathematics (both 1.0 cu/4 credits)
- ◆ CMP 322 / Intro to Operating Systems (1.0 cu/4 credits)
- ◆ CAT 209 / Game Methodology (1.0 cu/4 credits)
- ◆ CAT 237 / Group Game Project I (1.0 cu/4 credits)
- ◆ CAT 308 / Group Game Project II (1.0 cu/4 credits)
- ◆ CAT 380 / Internship I (1.0 cu/4 credits)
- ◆ CAT 408 / Game Capstone (1.0 cu/4 credits)
- ◆ CAT 420 / Capstone Project (1.0 cu/4 credits)

h. Students will receive at least 24 credits (6 course units) towards General Education *elective* requirements depending upon which courses are taken at CCM.

Students transferring to BC for the B.A. in Creative Arts & Technology/Game Design will be required to meet the following General Education Elective requirements:

- ◆ Aesthetic Appreciation – 2 course units
- ◆ Communication Skills – 1 course unit
- ◆ Scientific and Technological Skills – 1 course unit
- AND*
- ◆ Multi/Transcultural and Global Awareness – 2 course units
- ◆ Problem Solving and Critical Thinking – 2 course units
- OR*
- ◆ Multi/Transcultural and Global Awareness – 1 course unit *and*
- ◆ Problem Solving and Critical Thinking – 2 course units *and*
- ◆ Citizenship and Community Orientation – 1 course unit

Students transferring to BC for the B.S in Game Programming will be required to meet the following General Education Elective requirements:

- ◆ Aesthetic Appreciation – 1 course units
- ◆ Communication Skills – 1 course unit
- ◆ Scientific and Technological Skills – 2 course unit
- AND*
- ◆ Multi/Transcultural and Global Awareness – 1 course unit
- ◆ Problem Solving and Critical Thinking – 3 course units
- OR*
- ◆ Multi/Transcultural and Global Awareness – 1 course unit *and*
- ◆ Problem Solving and Critical Thinking – 2 course units *and*
- ◆ Citizenship and Community Orientation – 1 course unit

i. Students must complete a minimum of 8 course units/32 credits at BC to meet the Bloomfield College residency requirements.

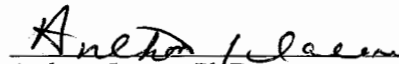
TERMS of ARTICULATION:

1. **Promote and Publicize:** CCM agrees to publicize this Agreement to prospective students in admissions literature and as part of regular student recruitment, and to inform qualified students matriculating to CCM of the opportunity for admission to Bloomfield College under the terms of this Agreement.
2. **Advisement:** CCM agrees to advise CCM students regarding which courses will transfer under this Agreement for the Game Development major and Creative Arts and Technology/Game Design major as well as General Education requirements.
3. **Coordination of Agreement:** Each institution will designate a representative who will coordinate the terms of this Agreement between the two institutions.
4. **Review of Agreement:** Both BC and CCM will review this Agreement annually and make any changes upon mutual consent. Each will keep the other informed of any other changes of policy or curricula that affect students transferring under the terms of this Agreement.
5. **Termination of Agreement:** Either institution may terminate this Agreement for any reason with ninety (90) days notice. However, students who are in their final semester at CCM and have already been accepted into Bloomfield College's Game Programming or Game Design Program will be afforded the opportunity to enter said programs in accordance with the terms of this Agreement.
6. **Nondiscrimination:** The parties agree to continue their respective policies of nondiscrimination based on Title VI of the Civil Rights Act of 1964 in regard to sex, age, race, color, creed, national origin, Title IX of the Education Amendments of 1972 and other applicable laws, including the Family Educational Rights and Privacy Act (FERPA), as well as the provisions of the Americans with Disabilities Act.
7. **Interpretation of the Agreement:** The laws of the State of New Jersey shall govern the interpretation and enforcement of this Agreement.
8. **Modification of Agreement:** This Agreement shall only be modified in writing with the same formality as the original Agreement.
9. **Relationship of Parties:** The relationship between the parties to this Agreement to each other is that of independent contractors and shall not be construed to constitute a partnership, joint venture or any other relationship, other than that of independent contractors.
10. **Liability:** Neither of the parties shall assume any liabilities to each other. As to liability to each other for death to persons, or damages to property, the parties do not waive any defense as a result of entering into this Agreement. This provision shall not be construed to limit the Commonwealth's rights, claims or defenses, which arise as a matter of law pursuant to any provisions of this Agreement. This provision shall not be construed to limit the sovereign immunity of the Commonwealth or of the State System of Higher Education or the University.
11. **Entire Agreement:** This Agreement represents the entire understanding between the parties. No other prior or contemporaneous oral or written understandings or promises exist in regards to this relationship.
12. **Term of Agreement:** The term of this Agreement will be from January 1, 2018, to August 31, 2022. This agreement may not exceed a period of five (5) years from the date of final execution.

[The remainder of this page has intentionally been left blank. Signature page follows.]

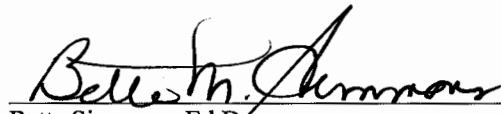
IN WITNESS WHEREOF, the authorized representatives of the parties have executed this Agreement as of the date previously indicated.

FOR: County College of Morris



Anthony Iacono, Ph.D.,
President

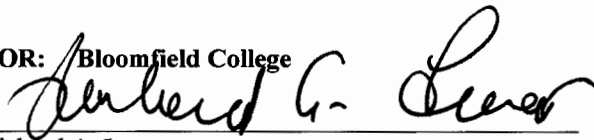
Date 8-10-18



Bette Simmons, Ed.D.
Interim Vice President for Academic Affairs

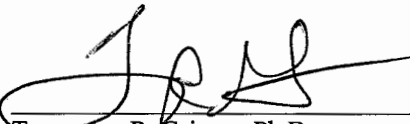
Date 10 August 2018

FOR: Bloomfield College



Richard A. Levao
President

Date 8/30/18



Treshaine R. Grimes, Ph.D.
Vice President for Academic Affairs and
Dean of Faculty

Date 8-29-18

**AAS in Computer Information Systems Game Development Option at the CCM
to
BA in Creative Arts and Technology/Game Design at Bloomfield College**

General Education, Pre-Requisite, Co-Requisite Equivalencies			
County College of Morris		Bloomfield College	
Course Number	Credits	Course Number	Course Units (1.0 = 4 credits)
GENERAL EDUCATION REQUIREMENTS		GENERAL EDUCATION REQUIREMENTS	
		FYS 100 First Year Seminar or Equivalent--waived	
ENG 111-English Composition I	3	WRT 106 Analytic & Argumentative Writing	
ENG 112-English Composition II	3	WRT 107 Synthesis & Research Writing	
Math/Science/Technology			
MAT 123-Precalculus	4	MTH 160/161 Precalculus	
		MTH 130 Transition to Collegiate Math--waived	
Laboratory Science Elective:	4	<i>Gen Ed: Scientific and Technical Skills</i>	
BIO 133 Human Biology		BIO 211 Human Biology	
CHM 100 Elements of Chemistry		CHM 100 Chemistry for Everyone	
CHM 105 Forensic Science			
PHY 103 Concepts of Physics		PHY 105 General Physics I Lecture & Lab	
PHY 125 General Physics I Lecture ^a		PHY 106 General Physics II Lecture & Lab	
PHY 126 General Physics I Lab ^a			
PHY 127 General Physics II Lecture ^a		SCI 103 Astronomy	
PHY 128 General Physics II Lab ^a		SCI 100 Integrated Science	
SCI 118 General Astronomy		SCI 100 Integrated Science	
Humanities:	3		
Choose from courses that fulfill BC Gen Ed requirement:		<i>Gen Ed: Aesthetic Appreciation</i>	
ART 114 Contemporary Art		CAT 211 Artists of the 20 th Century)	
ENG 115 The Short Story		ENG 216 The Short Story	
ENG 224 Women in Literature		ENG 223 Women's Literature	
MUS143 World Music & Culture		CAT 204 World Music	
MUS 150 Jazz History & Styles		CAT 204 World Music	
MUS 258 Contemporary Music		CAT 204 World Music	
ART 133 Art History I		<i>Gen Ed: Multi/Transcultural & Global Awareness)</i>	
		CAT 203 World Art I	
		<i>Gen Ed: Problem Solving/Critical Thinking</i>	
HIS 117 The Ancient World		HIS 233 Selected Topics in History	
PHL 111 Intro to Philosophy		PHL 100 Intro to Philosophy	
PHL 115 Logic		PHL 200 Logic	
General Education Electives^b	11		
PSY 113-General Psychology or	3	PSY 100 General Psychology (<i>transfers as General Education credit for Problem Solving/Critical Thinking requirement</i>)	

ECO 211 Principles of Economics I <i>or</i> Mathematics Elective <i>or</i> Laboratory Science Elective See course list above	3 4 4	ECN 211 Principles of Economics II: Macroeconomics (<i>elective credit</i>) See course list above	
MAJOR REQUIREMENTS		MAJOR REQUIREMENTS	
CMP 108-Game Design Concepts	3	CAT 108 Intro to Game Design	
CMP 128-Computer Science I	3	CMP 126 Programming I	
CMP 123-Systems Analysis and Design	3	CMP 300 Systems Analysis and Design	
CMP 150-Game Programming	3	CAT 328 Artificial Intelligence for Games (<i>elective credit</i>)	
CMP 200 Computer Operating Systems and Utilities	3	<i>Elective credit</i>	
CMP 129-Computer Science II(C#)	3	CMP 226 Programming II	
CMP 233- Data Structures and Algorithms	3	CMP 228 Data Structures	
CMP 250-Game Production	3	CAT 209 Game Methodology	
MED 114-Media Aesthetics	3	CAT 102 Creative Arts and Technology (<i>inactive; transfers as elective credit</i>)	
MED 220-Animation	3	<i>Elective credit</i>	
CIS/MED Technical Electives: CMP 170 Mobile App Programming CMP 217 Coop Work Experience CMP 218 Coop Work Experience CMP 239 Internet & Webpage Design CMP 244 Web Design II CMP 245 Web Design Tools MED 110 Multimedia I MED 113 Multimedia II MED 210 Digital Video Editing MED 240 Advanced Animation	6/7	CMP 211 Developing Apps for Mobile Devices CMP 433 Advanced Selected Topics Not Transferable CMP 334 Internet & Web Publishing (<i>inactive</i>) CMP 334 " CMP 433 Advanced Selected Topics CAT 102 CAT (<i>inactive</i>) CAT 220 Multimedia (<i>inactive</i>) CAT 188 Basic Video Production (<i>inactive</i>) <i>Elective credit</i>	
TOTAL	60/61		
		Course Units Required for Graduation	32.0
		Total Course Units in Transfer	15.0
		Course Units Remaining in Game Design^c	7.0
		Course Units Remaining in General Education^d	6.0
		Electives Remaining	4.0

^aStudents must take both PHY 125 and 126 to receive credit for PHY 105 at Bloomfield and PHY 127 and 128 to receive credit for PHY 106 at

^bRecommend PSY 113 and Lab Science; BC Gen Ed Math requirement for major is satisfied by MAT 123

^cApproved by BC Computer Science Coordinator in May 2018; change is pending on NJ Transfer

^dTwo CAT courses fulfill Gen Ed requirements; depending upon courses taken at CCM, this number may be 5 or 6 cus, in which case additional electives may be required.

Course Ladder for BA in Creative Arts & Technology/Game Design Major Courses			
Fall I		Spring I	
Course Number	Credits	Course Number	Credits
CAT 209 Game Methodology	4	CAT 308 Group Game Project II	4
CAT 237 Group Game Project I	4	CAT 120 Drawing I	4
GEN ED ELECTIVE	4	GEN ED ELECTIVE	4
GEN ED ELECTIVE	4	GEN ED ELECTIVE	4

		ELECTIVE	4
Fall II		Spring II	
CAT 408 Game Capstone	4	CAT 420 Capstone Project	4
CAT 380 Internship	4	GEN ED ELECTIVE	4
GEN ED ELECTIVE	4	GEN ED ELECTIVE	4
ELECTIVE	4	ELECTIVE	4
ELECTIVE	4		

**AAS in Computer Information Systems Game Development Option at the CCM
to
BS in Game Programming at Bloomfield College**

General Education, Pre-Requisite, Co-Requisite Equivalencies			
County College of Morris		Bloomfield College	
Course Number	Credits	Course Number	Course Units (1.0 = 4 credits)
GENERAL EDUCATION REQUIREMENTS		GENERAL EDUCATION REQUIREMENTS	
		FYS 100 First Year Seminar or equivalent--waived	
ENG 111-English Composition I	3	WRT 106 Analytic & Argumentative Writing	
ENG 112-English Composition II	3	WRT 107 Synthesis & Research Writing	
Math/Science/Technology			
MAT 123-Precalculus	4	MTH 160/161 Precalculus	
		MTH 130 Transition to Collegiate Math--waived	
Laboratory Science Elective:	4	<i>Gen Ed: Scientific and Technical Skills</i>	
BIO 133 Human Biology		BIO 211 Human Biology	
CHM 100 Elements of Chemistry		CHM 100 Chemistry for Everyone	
CHM 105 Forensic Science			
PHY 103 Concepts of Physics		PHY 105 General Physics I Lecture & Lab	
PHY 125 General Physics I Lecture ^a		PHY 106 General Physics II Lecture & Lab	
PHY 126 General Physics I Lab ^a			
PHY 127 General Physics II Lecture ^a		SCI 103 Astronomy	
PHY 128 General Physics II Lab ^a		SCI 100 Integrated Science	
SCI 118 General Astronomy			
Humanities:	3		
Choose from courses that fulfill BC Gen Ed requirement:		<i>Gen Ed: Aesthetic Appreciation</i>	
ART 114 Contemporary Art		CAT 211 Artists of the 20 th Century)	
ENG 115 The Short Story		ENG 216 The Short Story	
ENG 224 Women in Literature		ENG 223 Women's Literature	
MUS143 World Music & Culture		CAT 204 World Music	
MUS 150 Jazz History & Styles		CAT 204 World Music	
MUS 258 Contemporary Music		CAT 204 World Music	
		<i>Gen Ed: Multi/Transcultural & Global Awareness)</i>	
ART 133 Art History I		CAT 203 World Art I	
		<i>Gen Ed: Problem Solving/Critical Thinking</i>	
HIS 117 The Ancient World		HIS 233 Selected Topics in History	
PHL 111 Intro to Philosophy		PHL 100 Intro to Philosophy	
PHL 115 Logic		PHL 200 Logic	
General Education Electives^b	11		
PSY 113-General Psychology or	3	PSY 100 General Psychology (<i>transfers as General Education credit for Problem Solving/Critical Thinking requirement</i>)	
ECO 211 Principles of Economics I or	3	ECN 211 Principles of Economics II:	

Mathematics Elective <i>or</i>	4	Macroeconomics (<i>elective credit</i>)	
Laboratory Science Elective See course list above	4	See course list above	
MAJOR REQUIREMENTS		MAJOR REQUIREMENTS	
CMP 108-Game Design Concepts	3	CAT 108 Intro to Game Design	
CMP 128-Computer Science I	3	CMP 126 Programming I	
CMP 123-Systems Analysis and Design	3	CMP 300 Systems Analysis and Design	
CMP 150-Game Programming	3	CAT 328 Artificial Intelligence for Games (<i>elective credit</i>)	
CMP 200 Computer Operating Systems and Utilities	3	<i>Elective credit</i>	
CMP 129-Computer Science II(C#)	3	CMP 226 Programming II	
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CMP 250-Game Production	3	CAT 209 Game Methodology	
MED 114-Media Aesthetics	3	CAT 102 Creative Arts and Technology (<i>inactive; transfers as elective credit</i>)	
MED 220-Animation	3	<i>Elective credit</i>	
CIS/MED Technical Electives CMP 170 Mobile App Programming CMP 217 Coop Work Experience CMP 218 Coop Work Experience CMP 239 Internet & Webpage Design CMP 244 Web Design II CMP 245 Web Design Tools MED 110 Multimedia I MED 113 Multimedia II MED 210 Digital Video Editing MED 240 Advanced Animation	6/7	CMP 211 Developing Apps for Mobile Devices CMP 433 Advanced Selected Topics Not Transferable CMP 334 Internet & Web Publishing (<i>inactive</i>) CMP 334 “ CMP 433 Advanced Selected Topics CAT 102 CAT (<i>inactive</i>) CAT 220 Multimedia (<i>inactive</i>) CAT 188 Basic Video Production (<i>inactive</i>) <i>Elective credit</i>	
TOTAL	60/61		
		Course Units Required for Graduation	32.0
		Total Course Units in Transfer	15.0
		Course Units Remaining in Game Programming^c	8.0
		Course Units Remaining in General Education^d	6.0
		Electives Remaining	3.0

^aStudents must take both PHY 125 and 126 to receive credit for PHY 105 at Bloomfield and PHY 127 and 128 to receive credit for PHY 106 at

^bRecommend PSY 113 and Lab Science; BC Gen Ed Math requirement for major is satisfied by MAT 123

^cApproved by BC Computer Science Coordinator in May 2018; change is pending on NJ Transfer

^dTwo CAT courses fulfill Gen Ed requirements; depending upon courses taken at CCM, this number may be 5 or 6 cus, in which case additional electives may be required.

Course Ladder for BS Game Programming Major Courses			
Fall I		Spring I	
Course Number	Credits	Course Number	Credits
CAT 237 Group Game Project I	4	CAT 308 Group Game Project II	4
CAT 209 Game Methodology	4	MTH 221 Calculus OR MTH 332 Intro to Operating Systems	4

GEN ED ELECTIVE	4	GEN ED ELECTIVE	4
GED ED ELECTIVE	4	ELECTIVE	4
Fall II		Spring II	
CMP 322 Intro to Operating Systems	4	CAT 420 Capstone Project	4
CAT 408 Game Capstone	4	CAT 380 Internship	4
GEN ED ELECTIVE	4	GEN ED ELECTIVE	4
GEN ED ELECTIVE	4	ELECTIVE	4
ELECTIVE	4		