## AG 3590 - Special Topics

Credits: 3

This elective course, open to juniors and seniors, examines specific topics not otherwise covered in the Animation or Game Art curriculum. Specific topics and faculty will be announced prior to registration. Students will work towards a keystone project that encompasses the topic at hand. Prerequisites: Completion of 70+ credits

Prerequisites: Completion of 70+ credits						
Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Use industry-based tools in the creation, reproduction, and distribution of visuals.	Student excels at using industry based tools in the creation, reproduction, and distribution of visuals	Student uses industry based tools in the creation, reproduction, and distribution of visuals	Student partially uses industry based tools in the creation, reproduction, and distribution of visuals	Student does not use industry based tools in the creation, reproduction, and distribution of visuals	AN2D-1 AN2D-2 AN2D-4 AN2D-5 AN2D-6	Cultural Competence Communication Competence Critical Thinking Design Competence
Solve communication problems through visual design.	Student excels at solving communication problems through visual design.	Student solves communication problems through visual design.	Student partially solves communication problems through visual design.	Student is unable to solve communication problems through visual design.	AN2D-1 AN2D-2 AN2D-4 AN2D-5 AN2D-6	Cultural Competence Communication Competence Critical Thinking Design Competence
Apply research, information gathering and analysis to generate alternative solutions.	Student excels at applying research, information gathering and analysis in order to generate alternative solutions.	Student applies research, information gathering and analysis to generate alternative solutions.	Student partially applies research, information gathering and analysis to generate alternative solutions.	Student is unable to apply research, information gathering and analysis to generate alternative solutions.	AN2D-4 AN2D-5 AN2D-6	Cultural Competence Communication Competence Critical Thinking Design Competence