

General Education Transfer Credit Table

Degreed Transfer Students:

1. Transfer students with an **Associate's** Degree from a regionally accredited institution can transfer **all lower** division General Education credits.
2. Transfer students with a **Bachelor's** Degree from a regionally accredited institution can transfer **all** General Education Credits.

Upper division classes can only be transferred from accredited four-year institutions.

Any questions about courses for transfer outside of this list should be directed to Director of General Education.

Cogswell Requirement	Transfer Institution
ENG100 Composition	Any College-Level English Composition
ENG228 Creative Writing or ENG227 Scriptwriting	Creative Writing Scriptwriting Or any English Literature course
ENG310 Classics of Western Drama or ENG320 Classics of World Drama	Classics of Western or World Drama or any upper division Literature course
HUM120 Nature and History of Western Art or HUM130 Modern Art History	Any lower division art history course
HUM122 World Music or HUM125 Music in Western Culture	Any lower division music history, literature, or appreciation course. *DAT: Second Music History Requirement: HUM127 History of Music Technology
HUM200 History of the Modern World	Any lower division history course.
DAA, DAT, ENG: HUM227 Film History or HUM230 History of Animation ENT: Economics	Any lower division film history or animation history course *DAT: Third Music History Requirement: Any 20th/21st Century Music History/Literature course ENT: Any lower division economics course
HUM361 Contemporary Ethical Issues	Any upper division Ethics, Philosophy, or Aesthetics course
HUM400 GE Capstone Research Project	Must be taken at Cogswell
SSC200 U.S. Government	Any lower division Political Science, or Government course
SSC332 Global Political Economics	Upper division Economics, Political Science, International Studies course
First Math Requirement: DAA: MAT115 Basic Topics in Mathematics	DAA: PreCalc/Trig or higher

<p>DAT: Audio Engineering and Game Audio Programming: Calculus I Audio Production, Game Audio Production and Sound Work: PreCalc/Trig or higher Engineering: Calculus I ENT: Business math</p>	<p>DAT: Audio Engineering and Game Audio Programming: Calculus I Audio Production, Game Audio Production and Sound Work: PreCalc/Trig or higher Engineering: Calculus I ENT: Business math</p>
<p>Second Math Requirement: DAA: Any math higher than PreCalc/Trig or a scripting of programming language DAT: Audio Engineering and Game Audio Programming: Calculus II Audio Production and Game Audio Production: Math for DSP or Calculus I Sound Work: Any Math Course above MATH115 Engineering: MATH144 Calc II ENT: Statistics</p>	<p>DAA: Any math higher than PreCalc/Trig or a scripting of programming language DAT: Audio Engineering and Game Audio Programming: Calculus II Audio Production and Game Audio Production: Math for DSP or Calculus I Sound Work: Any Math Course above MATH115 Engineering: Calc II ENT: Statistics</p>
<p>Third Math Requirement (Engineering only) MATH 245 Calc III</p>	<p>Calc III</p>
<p>First Science Requirement: DAA: SCI100 Basic Concepts of Physics, or SCI130 Basic Concepts of Anat & Physiology, or SCI110 Science of Motion DAT: Audio Engineering and Game Audio Programming: SCI145 Physics 1 Audio Production, Game Audio Production and Sound Work: SCI200 General Science: Principles & Trends Engineering: SCI145 Physics 1</p>	<p>DAA: Any lower division lab science course DAT: Audio Engineering and Game Audio Programming: College Physics 1 Audio Production, Game Audio Production and Sound Work: SCI200 General Science: Principles & Trends Engineering: College Physics I</p>
<p>Second Science requirement: DAA: SCI200 General Science: Principles & Trends DAT: Audio Engineering and Game Audio Programming: SCI245 Physics II Audio Production, Game Audio Production and Sound Work: SCI220 Foundations of Musical Acoustics Engineering: (CPE, SWE) SCI245 Physics II</p>	<p>DAA: Any lower division science course DAT: Audio Engineering and Game Audio Programming: College Physics II Audio Production, Game Audio Production and Sound Work: SCI220 Foundations of Musical Acoustics Engineering: (CPE, SWE) College Physics II</p>

Approved 01/12/11. Martin, Williams.