



ACADEMY FOR CREATIVE MEDIA

Academic Planning/Advising Sheet

NAME: \_\_\_\_\_ Student # \_\_\_\_\_ - \_\_\_\_\_ Date: \_\_\_\_\_

I. CORE: 18 credits

Semester Taken or Planned

ACM 255 \_\_\_\_\_

ACM 350 or 355 \_\_\_\_\_

ACM 310 or 315 or 316 \_\_\_\_\_

THREE ACM Critical Studies Courses:

ACM \_\_\_\_\_

ACM \_\_\_\_\_

ACM \_\_\_\_\_

II. TRACK: Minimum 12 credits (4 courses) in Animation/ Digital Cinema Critical Studies Game Design

ACM \_\_\_\_\_

ACM \_\_\_\_\_

ACM \_\_\_\_\_

ACM \_\_\_\_\_

other courses in track:

III. ELECTIVES: 6 credits (2 courses). May be taken inside or outside ACM

\_\_\_\_\_

\_\_\_\_\_

Anticipated Completion of ACM Major: \_\_\_\_\_ Semester \_\_\_\_\_ Year \_\_\_\_\_

Anticipated UHM Graduation: \_\_\_\_\_ Semester \_\_\_\_\_ Year \_\_\_\_\_

Approved by Faculty Advisor: \_\_\_\_\_ (print name) \_\_\_\_\_ (signature)