

ARTICULATION AGREEMENT
in
COMPUTER SCIENCE
between
EDINBORO UNIVERSITY
and
JAMESTOWN COMMUNITY COLLEGE

This agreement, made on this date, _____, provides a means by which graduates of the **Associate in Science (A.S.) in Computer Science degree program** at Jamestown Community College (hereafter “JCC”) can transfer with full junior standing into the **Bachelor of Science (B.S.) Computer Science degree program** at Edinboro University (hereafter “EU”). The B.S. Computer Science degree program offers an Applied Track, a Game and Virtual World Development Track, a Network & System Administration Track, a Theoretical Track, and a Web and Mobile Application Development Track.

I. Principles of Agreement

1. Admission Process.

- a. Intent to Enroll.** At least six months prior to matriculation at EU, the student confirms the intent to enroll by completing the admissions application. All students will follow established guidelines stated in the current EU college catalog for general admission to EU. EU will acknowledge the student’s intent to enroll and the student will submit an advance tuition deposit that will be credited towards the first semester fees.
- b. Acceptance into the Computer Science Program.** JCC students who have completed the A.S. Computer Science degree program with a minimum grade JCC point average (GPA) of 2.00 will be admitted into EU and accepted into the B.S. Computer Science degree program and the track of their choice.
- c. Student Transcript.** The student must forward an official final JCC transcript verifying receipt of the associate degree prior to registering at EU. Official transcripts from all other colleges and universities attended must also be provided. Costs associated with these transcripts will be paid by the student.

- 2. Specific Provisions of the Articulation Agreement.** To receive transfer credits and have them posted on an EU college transcript, **the student must apply** and be admitted to EU **within three years of completing their program at JCC**. Credits for students graduating from JCC more than three years before their admission to EU will be reviewed by the Math & Computer Science department.

- 3. Transfer of Credits and B.S. Computer Science Degree Completion.** Depending on the track selected, students can transfer from JCC as many as 87 of the 120 credits required for the B.S. Computer Science degree (see Exhibit A), leaving as few as 33 credits to be taken at EU. EU Graduation Residency Requirements include 30 of the last 60 credits and 50 percent of the major requirements must be EU coursework as part of the 120 credit bachelor’s degree requirements. In addition, at least 42 credits must consist of advanced coursework (300 level or higher). A grade of C or better must be obtained in all Computer Science and Mathematics courses. Students who earn the A.S. Computer Science degree and transfer at least 60 credits from JCC (see in Exhibit A) will have the opportunity to earn the B.S. Computer Science degree in 4 (four) semesters of full-time coursework at EU.

4. **Academic Policies and Requirements.** The specific academic policies and degree requirements for the EU B.S. Computer Science degree will be those in effect at the time of the student's admission into the program. Grades below "C" will be reviewed for transfer students in the same manner as for native EU students.

**EXHIBIT A
ARTICULATED COURSEWORK**

I. General Education

A. Skills (12 EU credits)

<u>EU</u>			<u>JCC</u>
ENGL 101	College Writing Skills	=	ENGL 1510 English Composition I
		<u>OR</u>	ENGL 1540 Writing About Literature
ENGL 102	Writ/Research	=	ENGL 1530 English Composition II
MATH 105	College Algebra	=	MAT 1590 College Algebra/Trig.
	(for Applied, Network & Systems Admin., and Web Development Concentrations)		
	<u>OR</u>		
MATH 107	Precalculus	=	MAT1600 Precalculus
	(for Game & Virtual World Development and Theoretical Concentrations)		
CSCI 125	Intro to Computer Science	=	CSC 1570 Programming Concepts/ Applications

B. Core (21 credits) Select one three-credit course from each area.

- 1. Artistic Expression:** ART 1550 Survey of Visual Art I, ART 1560 Survey of Visual Art II, ENG 2520 World Literature Since Enlightenment, MUS 1510 Introduction to Music, THE 1510 Introduction to Theater
- 2. World Civilization:** GEO 1520 World Regional Geography, HIS 1510 World History Before 1500, HIS 1520 World History Since 1500, POL 1520 World Politics
- 3. American Civilization:** HIS 1530 US History Before 1865, HIS 1540 US History Since 1865, POL 1510 American Politics
- 4. Human Behavior:** ANT 1510 Human Evolution and Prehistory, CMM 2610 Mass Communication and Media Literacy, PSY 1510 General Psychology I
- 5. Cultural Diversity & Social Pluralism:** ASL 1510 Introductory Sign Language I, FRE 1510 Introductory French I, RUS 1510 Introductory Russian I, SOC 1510 Introduction to Sociology, SPA 1510 Introductory Spanish I
- 6. Ethics:** BIO/PHL 2570 Environmental Issues and Ethics, PHL 1510 Introduction to Philosophy, PHL 1520 Introduction to Philosophical Thought, PHL 2610 Introduction to Ethical Theory, PHL 2630 Contemporary Moral Problems
- 7. Natural Sciences:** AST 1510 Introduction to Astronomy, BIO 1570 Principles of Biology I, BIO 1575 Biology: A Molecular Approach, CHE 1550 College Chemistry I, GLG 1510 Physical Geology, GLG 1550 Earth Science, *PHY 1250 Technical Physics or PHY 1610 General Physics I (Game & Virtual World students must select PHY 1610)

C. Distribution (9 credits)

1. Humanities & Fine Arts: Select one three-credit course.

ANT 1530 Comparative Religion, CMM 1610 Public Speaking, ENG 2510 World Literature - Enlightenment, ENG 2540 Creative Writing, ENG 2550 American Literature 1820-1890, ENG 2560 American Literature 1865-1945, ENG 2610 British Literature I, ENG 2620 British Literature II, ENG 2730 Classical Mythology, ENG 2740 Newswriting and Editing, ENG 2830 Shakespeare, ENG 2840 Film Study and Appreciation, ENG 2850 Literature of the Bible, ENG 2890 Advanced Prose Writing, FRE 1520 Introductory French II, MUS 1590 American Music, PHL 1570 Critical Reasoning, PHL 2650 Introduction to Formal Logic, REL 2570 History of World Religions, SPA 1520 Introductory Spanish II, SPA 2510 Intermediate Spanish I, SPA 2520 Intermediate Spanish II, THE 1570 Acting

2. Social and Behavioral Sciences: Select one three-credit course.

ANT 2510 Indigenous Peoples of North America, ANT 2520 Peoples and Cultures of The World, ECO 1530 Contemporary Economic Problems, ECO 2610 Macroeconomic Principles, ECO 2620 Microeconomic Principles, HIST 2560 History of World War II, POL 2570 State & Local Government, PSY 1550 Stress & Coping, PSY 2500 Psychology of Personality, PSY 2510 Life Span Development, PSY 2520 Child Development, PSY 2530 Social Psychology, PSY 2570 Human Sexuality, SOC 2510 Marriage & the Family, SOC 2520 Social Problems, SOC 2540 Deviant Behavior

3. Science and Mathematics: MAT 2670 Linear Algebra (All concentrations must select this option.)

II. Course Equivalents for Computer Science Programs

<u>JCC Course</u>	<u>EU Course Equivalent</u>	<u>EU Credits</u>
All tracks:		
CSC 1590 Computer Programming	CSCI 130 Principles of Programming I	3
CSC 2670 Computer Organization	CSCI 312 Computer Architecture	3
MAT 1670 Discrete Mathematics	MATH 270 Discrete Mathematics I	3
CSC 2660 Database Management	CSCI 313 Data Base Management	3
(Only required for Applied, Network & Systems Administration, and Web and Mobile Application Development tracks, but can be used as CSCI electives for all other tracks)		
CSC 1580 Micro/Hard/Sys/Software	CSCI 280 PC Systems Operation & Admin.	3
(Only required for Web and Mobile Application Development track, but can be used as CSCI electives for Applied and Network & Systems Administration tracks)		
MAT 1710 Calculus/Analytic Geometry I	MATH 211 Analytic Geometry/Calculus I	4
MAT 1720 Calculus/Analytic Geometry II	MATH 212 Analytic Geometry/Calculus II	4
(Game & Virtual World Development and Theoretical tracks only)		
MAT 1250 Applied Technical Calculus	MATH 208 Essentials of Calculus	3
<u>OR</u>		
MAT 1630 Calculus/Bus/Social Science I		

(Applied, Network & Systems Administration, and Web and Mobile Application Development Track tracks only)

ART 1540 3-D Design/Concept/Materials	ART 102 Three-Dimensional Design	3
ART 8503 Introduction to Animation	ART 268 Beginning Animation	3

(Game and Virtual World Development track only)

III. Free Electives

<u>JCC Course</u>	<u>EU Course Equivalent</u>	<u>EU Credits</u>
Any college-level courses	Free Electives	16-18 (depending on track selected)