

HOLY ANGEL UNIVERSITY
COLLEGE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
BACHELOR OF SCIENCE IN ENTERTAINMENT AND MULTIMEDIA COMPUTING (BS EMC)
with Area of Specialization in Digital Animation
Program Code: BSEMC-DA
EFFECTIVE SCHOOL YEAR 2018-2019 (with Amendments)

COURSE CODE	COURSE TITLE	LEC HRS	LAB HRS	CREDIT UNITS	PREREQUISITE(S)
FIRST YEAR, FIRST SEMESTER					
2MATHMWORLD	Mathematics in the Modern World	3	0	3	None
9STS	Science, Technology and Society	3	0	3	None
6COMPRO1L	Computer Programming 1	2	3	3	None
6EMC	Introduction to Entertainment and Multimedia Computing	3	0	3	None
4FYE1	Big History 1: Big Bang to the Future	3	0	3	None
THEOLOGY101	Theological Foundations: Judeo-Christian Tradition and Sacred Scriptures	3	0	3	None
7PE1	PE 1 - Movement Enhancement	2	0	2	None
CWTS1	Civic Welfare Training Services 1	0	3	3	None
TOTAL		19	6	23	

FIRST YEAR, SECOND SEMESTER

1PURCOMM	Purposive Communication	3	0	3	None
4ARTAPP	Art Appreciation	3	0	3	None
6DRAW1	Freehand and Digital Drawing	3	0	3	None
6COMPRO2L	Computer Programming 2	2	3	3	6COMPRO1L
4FYE2	Big History 2: Looking through the Lens of Big History	3	0	3	4FYE1
THEOLOGY102	Special Issues in Catholic Theology	3	0	3	THEOLOGY101
7PE2	PE 2 - Fitness Exercises	2	0	2	7PE1
CWTS2	Civic Welfare Training Services 2	0	3	3	CWTS1
TOTAL		19	6	23	

SECOND YEAR, FIRST SEMESTER

4CONWORLD	The Contemporary World	3	0	3	None
6APPDEV	Applications Development and Emerging Technologies	0	3	3	6COMPRO2L
6DSALGO	Data Structures and Algorithms	2	3	3	6COMPRO2L
6UHCI	Usability, HCI and User Interaction Design	0	3	3	6COMPRO2L
6CWRITE	Creative Writing and Story Board Design	3	0	3	6EMC, 1PURCOMM
6DRAW2	Principles of 2D Animation	0	3	3	6DRAW1
9PHYSICS-A	Physics for Animation	3	0	3	2MATHMWORLD
7PE3	PE 3 - Physical Activities towards Health and Fitness 1	2	0	2	7PE2
TOTAL		13	12	23	

SECOND YEAR, SECOND SEMESTER

4READPHILHIS	Readings in Philippine History	3	0	3	None
63DANIMP	Principles of 3D Animation	0	3	3	6DRAW2
6ADV2D	Advanced 2D Animation (Scripting for 2D)	0	3	3	6DRAW2
6GRAPH	Computer Graphics Programming	0	3	3	6DSALGO
6INFOMAN	Information Management	2	3	3	6DSALGO
6INTROGAME	Introduction to Game Design and Development	0	3	3	6COMPRO2L, 6UHCI
THEOLOGY103	Christian Spirituality in the Contemporary World	3	0	3	THEOLOGY102
7PE4	PE 4 - Physical Activities towards Health and Fitness 2	2	0	2	7PE3
TOTAL		10	15	23	

THIRD YEAR, FIRST SEMESTER

4UNDERSELF	Understanding the Self	3	0	3	None
6ADV3D	Advanced 3D Animation (Scripting for 3D)	0	3	3	63DANIMP
6DPP	Design and Production Process	3	0	3	6INTROGAME
6IVPRO	Image and Video Processing	0	3	3	6DSALGO
6MODRIG	Modeling and Rigging	0	3	3	63DANIMP
6SOUND	Audio Design and Sound Engineering	0	3	3	6INTROGAME
ELECTIVE1	EMC Elective 1			3	
TOTAL		6	12	21	

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THIRD YEAR, SECOND SEMESTER

1LIT12	Great Books	3	0	3	None
4ETHICS	Ethics	3	0	3	None
6ADVSOUND	Advanced Sound Production	0	3	3	6SOUND
6COMREN	Compositing and Rendering	0	3	3	63DANIMP
6LFX	Lighting and Effects	0	3	3	63DANIMP
6TMAP	Texture and Mapping	0	3	3	63DANIMP
ELECTIVE2	EMC Elective 2			3	
TOTAL		6	12	21	

FOURTH YEAR, FIRST SEMESTER

6ANIMCAP1	Capstone Project 1 for Animation	3	0	3	4th Year Standing
6OJT-EMC	Internship/OJT (486 hours)			9	4th Year Standing, Permission of Dean
TOTAL		3	0	12	

FOURTH YEAR, SECOND SEMESTER

4RIZAL	Life and Works of Rizal	3	0	3	None
6EMCETHICS	Ethics for Computing Professionals	3	0	3	6EMC
6ANIMPROD	Animation Design and Production	0	3	3	4th Year Standing
6ANIMCAP2	Capstone Project 2 for Animation	3	0	3	6ANIMCAP1
ELECTIVE3	EMC Elective 3			3	
TOTAL		9	3	15	

PROGRAM TOTAL

161

IMPORTANT: Registration in any subject is allowed only upon passing the prerequisite(s) of the said subject, if any. A subject enrolled in violation of this rule will not be given any credit regardless of the grade obtained.

NOTES: The nth Year Standing means that the student must have completed at least 75% of the load requirements of the previous year level.

This curriculum is based on requirements specified by Commission on Higher Education (CHED) Memorandum Order No. 2, series of 2014: Policies, Standards and Guidelines for Bachelor of Science in Entertainment and Multimedia Computing (BS EMC) Program.

EMC ELECTIVES

6ANIMPORTF	Digital Animation Portfolio	3	0	3	63DANIMP
6ENCREA	Entrepreneurship for the Creative	3	0	3	6INFOMAN
6FDIRECT	Film Directing	3	0	3	6IVPRO
6PHOTOGRAPH	Photography	3	0	3	6DRAW1
6OOPLANG	Object-Oriented Programming	0	3	3	6COMPRO2L
6STOP	Stop Motion Animation	2	3	3	63DANIMP
6SYSAD	Systems Analysis and Design	3	0	3	6COMPRO2L
6IMSOFTWENG	Implementation and Management of Software Engineering	3	0	3	6SYSAD, 6INFOMAN