



## Transfer Articulation Agreement for Baccalaureate Degree between

### **Central Maine Community College**

and

### Harrisburg University of Science and Technology

### **Statement of Purpose**

Central Maine Community College (CMCC) and Harrisburg University of Science and Technology (HU) have entered into this transfer articulation agreement. The purpose of this agreement is to facilitate student academic transfer and provide a smooth transition from CMCC to HU. This agreement shall describe the required program of study at CMCC and the special equivalencies for the HU Bachelor of Science program indicated.

#### **Terms and Conditions of Academic Credit Transfer**

To: Bachelor of Science in Esports Management, Production, and Performance

(HU Academic Program/Degree)

From: Associate in Applied Science in Esports Management

(CMCC Academic Program/Degree)

The evaluation and transfer of earned college credits shall be in compliance with state and federal education policies and institutional and academic program accreditation standards pertaining to undergraduate academic transfer. Current students and graduates who have earned degrees from Central Maine Community College shall be eligible for credit evaluation under the terms of this agreement.

Transfer students will be accorded the same standards and criteria for admission to a major degree sequence as HU students. All applicants accepted to HU's Baccalaureate programs must fulfill the graduation requirements of the granting institution as identified in Appendices A, B & C.

- \* Appendix A Contains Admission & Graduation Requirements of the Receiving Institution.
- \* Appendix B Contains Side By Side Course Equivalency Tables for the academic programs listed above.
- \* Appendix C Contains a map of remaining courses to be taken at HU.

#### Important Note:

CMCC: The information contained in Appendices A, B, & C is accurate for Catalog Year 2020-2021. For up to date program information please consult our website: www.cmcc.edu.

HU: The information contained in Appendices A, B, & C is accurate for Catalog Year 2020-2021. For up to date program information please consult our website: www.harrisburgu.edu.

### **Articulation Implementation and Agreement Review**

CMCC and HU, recognizing the importance of providing a seamless coordination process for students, hereby enter into a Transfer Agreement. We, the undersigned, as the representatives of CMCC and HU, hereby demonstrate our commitment to full implementation of the agreement.

### **Signatures to This Agreement**

This agreement becomes effective January 2021 and will be reviewed January 2023 for renewal discussion. Each party agrees to notify the other of any program or curriculum changes that take place before the next review as soon as information regarding the changes becomes available.

DocuSigned by:		DocuSigned by:	
Betsy Tibby	12/23/2020	Eric Darr	12/17/2020
Betsy Libby, Ed.D. Interim President, CMCC	Date	Eric Darr, Ph.D. President, HU	Date





## Transfer Articulation Agreement for Baccalaureate Degree between

### **Central Maine Community College**

and

### Harrisburg University of Science and Technology

### **APPENDIX A**

This agreement includes specific requirements for admission into a program, outlines requirements, and indicates which degree or diploma can be used to meet program prerequisites as well as general education, major or program, and graduation requirements.

**Admissions requirements:** Successful completion of the CMCC Associate in Applied Science in Esports Management (A.A.S. ESP). The program must have been completed with a minimum cumulative GPA of 2.0 on a 4.0 scale. CMCC graduates need to submit an application and official transcripts from CMCC, as well as official transcripts from any other educational institutions previously attended.

**Transfer credit:** CMCC A.A.S. ESP graduates accepted at HU will receive academic credit for all College level courses that were successfully completed with a letter grade of C or better. Non-credit or remedial courses will not be accepted for transfer credit and/or graduation requirements. Prerequisite and/or general education courses required for the Bachelor of Science in Esports Management, Production, and Performance major may be transferred from CMCC, other accredited institutions, or taken at HU if not already completed. The maximum number of semester hours that may be transferred to the student's record is 87; no more than 70 may have been earned at a two-year institution. AA student must take 33 semester hours (of which a minimum of 15 hours are within the major) at HU to meet residency and earn a degree from HU. *All transcripts will be reviewed on an individual basis.* 

### Requirements for the Bachelor of Science in Esports Management, Production, and Performance:

Remaining required coursework is listed in Appendix C. Baccalaureate degree candidates must maintain a cumulative quality-point average of at least 2.0 on a 4.0 scale. All required courses must be passed. Otherwise, the course must be taken again.

**HU Residency Requirement:** A student must earn a minimum of 33 semester hours in residence toward a baccalaureate degree from Harrisburg University of Science and Technology: 9 semester hours must be completed in experiential courses, 18 semester hours must be completed in required program courses, and 6 other semester hours.

**Additional Institutional Contact Information:** 

Central Maine Community College

Interim Academic Dean

Margaret Brewer E-mail: mbrewer@cmcc.edu Phone: (207) 755-5285

Interim Business Department Chair

Michael Henry E-mail: mhenry@cmcc.edu Phone: (207) 755-5225

**Harrisburg University** 

Program Lead & Associate Professor of Interactive Media

Executive Director, Center for Advanced Entertainment & Learning Technologies

Charles Palmer E-mail: cpalmer@harrisburgu.edu Phone: (717) 901-5100

Senior Admissions Counselor

Brian Morris E-mail: bmorris@harrisburgu.edu Phone: (717) 901-5100

### **APPENDIX B**

If classes in Appendix B are <u>not</u> taken as part of the AAS in Esports Management at CMCC, the sequence represented in Appendix C cannot be observed. Students must complete each CMCC course with a C or better for the class to be eligible for transfer.

CMCC AAS in Esports Management			HU BS in Esports Management, Production, & Performance		
Course	Title	Credits	Course	Title	Credits
	Semester I				
ESP 100	Introduction to Esports Mgmt.	3	ESPT 120	Introduction to Esports Mgmt.	3
	Select One:				
ENG	ENG 101 College Writing OR	3 or 4	ENGL 105	College Composition	3-4
	ENG 105 College Writing Seminar				
BCA 120	Intro. to Computer Applications	3	TRANS	Transfer Elective	3
BUS 115	Leadership & Interpersonal Relations	3	ESPT 420	Esports Leadership	3
MAT 101	Business Mathematics	3	TRANS	Transfer elective	3
	Semester II				
ESP 150	World of Competitive Gaming	3	TRANS	Transfer elective	3
GAM 156	Esports Game Technologies	3	ESPT	Program Elective	3
BUS 215	Principles of Marketing	3	MEBA 230	Marketing	3
COM 100	Public Speaking	3	COMM 110	Speech	3
ENG 220	Business Communication	3	ENGL 200	Advanced Composition and	3
ENG 220				Technical Writing	
	Semester III				
ESP 225	Aspects of Game Design	3	ESPT	Program Elective	3
ESP 228	Esports Event Management	3	ESPT 310	Live Event Management	3
ACC 210	Principles of Accounting I	3	GENDELE1	Gen Ed Elective	3
MAT	MAT 100 or higher	3	MATH 120	College Algebra or	3
				Introductory Statistics	
	Elective: PSY 101 or SOC 101	3	Sub. For	Creative Mind I	3
	Liective. F31 101 01 30C 101	J	GEND 102	Creative Willia	,
	Semester IV				
ESP 250	Esports Industry Trends	3	ESPT 210	Contemporary Issues in Esports	3
ESP 290	Esports Planning and Strategy	3	ESPT	Program Elective	3
ACC 212	Principles of Accounting II	3	GENDELE2	Gen Ed Elective	3
BUS 286	Social Media Marketing	3	ESPT 220	Social Media Management	3
ECO 201	Macroeconomics	3	GEND 201C	½ Civic Mind	3
Total credits		60-61	Total credits	accepted	60-61

# **APPENDIX C Remaining Harrisburg University Degree Requirements**

For students graduating from CMCC AAS in Esports Management transferring to HU BS in Esports Management, Production, and Performance

[Assumes students complete recommended courses at CMCC as listed in Appendix B.]

Semester I			Semester II		
Course		Credit	Course		Credit
ESPT 110	Competitive Gaming Seminar	1	ESPT 320	Field Studies: Planning and Production	3
ANLY 400	Analytics Tools and Techniques	4	GEND 103	Creative Mind II	3
MEBA 220	Principles of Business Management	3	GEND 112	Scientific Mind I	3
IMED 170	Visual Design Fundamentals	3	MEBA 110	Intro to Business and Entrepreneurship	3
MATH 120 or 280	College Algebra or Introductory Statistics	3	ESPT 298	Project I	3
SEMR 200	Steppingstone	1	SEMR 300	Keystone	1
Semester Credits		15	Semester (	Credits	16

Semester III			Semester IV		
Course		Credit	Course		Credit
ESPT 410	Fan Engagement Strategies	4	ESPT 498	Project II	3
MATH 150	Applied Mathematical Reasoning	3	SEMR 400	Capstone	1
ESPT 365	Internship	3	GEND 201 A/B	½ Civic Mind	3
GEND 351	Organizational Mind	6	GEND 113	Scientific Mind II	3
			Elective	Elective	3
Semester Credits		16	Semester Credits		13

Total CMCC credits: 60-61
Total HU credits: 60

**Total CMCC and HU credits: 120-121**