



The [Associate of Arts, AA](#) at JCCC is a general transfer degree and partners well with the first two years of most bachelor degree programs. Students pursuing the AA may select courses that satisfy both the AA degree requirements and lower division requirements for a bachelor's degree at four-year institutions. The elective hours within the AA allow students to complete additional general education and lower division courses required for specific majors. The AA degree requires completion of 60 credit hours. Meeting with a [JCCC counselor](#) is strongly recommended for selection of appropriate courses.

WSU Admission Requirements:

If you are a transfer student with 24 credit hours or more, you must:

- Have a minimum 2.00 cumulative GPA (on a 4.00 scale) on all previous college work.

If you are a transfer student under age 21, with fewer than 24 credit hours, you must:

- Have a minimum 2.00 cumulative GPA (on a 4.00 scale) on all previous college work and meet the freshman requirements.
- Some academic colleges at WSU have an additional higher transfer GPA requirement for [admission](#).

WSU General Education Requirement:

- Students transferring to WSU, that complete the General Education requirements required for the [Associate of Arts \(AA\)](#), [Associate of Fine Arts \(AFA\)](#) or [Associate of Science \(AS\)](#) degree from JCCC will be considered to have satisfied WSU's core general education curriculum.
- Students who transfer to WSU, without completing the General Education requirements required for the [Associate of Arts \(AA\)](#), [Associate of Fine Arts \(AFA\)](#) or [Associate of Science \(AS\)](#) degree will have courses evaluated on a course-by-course basis toward meeting WSU requirements. To learn more about courses that satisfy [WSU Core Requirements](#) and [WSU Transfer Equivalency Tool](#).
- [WSU Core General Education Guide](#)
- WSU requires [Specific General Education Requirements](#) by College.

WSU College of Fine Arts

The College of Fine Arts at Wichita State is responsible for instruction, scholarly inquiry, performance, teacher education (art and music) and applied study in music, dance, theatre, and visual and media arts. The School of Art, Design and Creative Industries, the School of Digital Arts, the School of Music and the School of Performing Arts (dance, theatre and music theatre) offer both general arts study and professional training programs at the undergraduate level; professional degrees are offered at the graduate level.

The School of Music is an accredited member of the National Association of Schools of Music; the dance program is accredited by the National Association of Schools of Dance; and the School of Art, Design and Creative Industries is accredited by the National Association of Schools of Art and Design. All of these programs adhere to requirements for entrance and graduation that accord with the associations' published criteria.

The [College of Fine Arts](#) offers five undergraduate degrees: Bachelor of Arts (BA), Bachelor of Applied Arts (BAA), Bachelor of Fine Arts (BFA), Bachelor of Music (BM), and Bachelor of Music Education (BME). Graduation requirements for each degree are listed in the descriptions of the appropriate school programs.

WSU Transfer Students Should Remember:

- **WSU Transfer Policy – Credit Acceptance:** It is the policy of Wichita State University (WSU) to accept all credits – with the exception of remedial coursework – earned at a post- secondary institution accredited by one of the U.S. regional accrediting agencies. Each academic college or department within WSU determines how those credits apply toward a particular degree program. Sometimes there can be a significant difference between what transfers and what counts toward a degree, especially if the courses are vocational in nature. To be eligible for graduation from Wichita State University, students transferring from a two-year college must complete at least 60 credit hours of four-year college work and 45 credit hours of upper-division coursework.
- **Dual Advising:** WSU strongly suggests that potential transfer students involve their WSU advisor in program planning.
- **Graduation Requirements:** To qualify for graduation with a WSU bachelor’s degree, transfer students must meet certain requirements such as course credit hours, levels, GPA, and residency.

The following WSU College of Fine Arts Majors and Concentrations have JCCC equivalent courses:

WSU Major Requirement	Hrs	JCCC Equivalent	Hrs
Media Arts, BAA – Acting for the Digital Arts concentration			
MART 103 Introduction to Digital Filmmaking	3	FMS 275 Introduction to Film and Media production *	3
MART 311 Introduction to Sound for Digital Media	3	MUS 157 Introduction to Digital Audio*	3
THEA 243 Acting I – Foundations	3	THEA 121 Fundamentals of Acting OR THEA 130 Acting I*	3
THEA 222 Voice and Movement for the Actor I – Speech and Diction	2	THEA 131 Voice and Speech	3
MART 353 Video Storytelling	3	WEB 233 Visual Storytelling	3
Media Arts, BAA – Animation concentration			
MART 220 Computer Modeling	3	ANI 150 Introduction to 3D Modeling, Texturing and Materials	3
MART 355 Digital Sculpting	3	ANI 210 Digital Sculpting	3
MART 222 Digital Animation I	3	ANI 220 Computer Graphics Environments and Animation*	3
MART 299 Media Arts Practicum I	1	ANI 260 Animation Capstone*	3
MART 424 Compositing and VFX I	3	ANI 270 Visual Effects and Compositing*	3
MART 391 Professional Practices in Media Arts – Portfolio	1	ANI 275 Animation Career Preparation*	3
ARTF 145 Foundation Drawing	3	ART 130 Drawing I	3
ARTS 240 Introduction to Life Drawing	3	ART 231 Life Drawing I*	3
MART 311 Introduction to Sound for Digital Media	3	MUS 157 Introduction to Digital Audio*	3
MART 353 Video Storytelling	3	WEB 233 Visual Storytelling	3

WSU Major Requirement	Hrs	JCCC Equivalent	Hrs
Media Arts, BAA – Audio Production concentration			
MUSC 127 Musicianship 1	2	MUS 123 Introduction to Music Fundamentals OR MUS 141 Music Theory: Harmony I	2 3
MUSC 129 Aural Skills 1	2	MUS 131 Sight-Singing and Ear Training I	2
MUSC 130 Aural Skills 2	2	MUS 132 Sight-Singing and Ear Training II*	2
MUSC 128 Musicianship 2	2	MUS 142 Music Theory: Harmony II*	3
MART 107 Introduction to the Recording Studio	2	MUS 155 Introduction to the Recording Studio	2
MART 311 Introduction to Sound for Digital Media	3	MUS 157 Introduction to Digital Audio*	3
MART 571 Live Sound Design	3	MUS 185 Live Sound Production I	3
Media Arts, BAA – Collaborative Design concentration			
ARTF 136 Foundation 2-D Design	3	ART 124 Design 2D	3
ARTF 145 Foundation Drawing	3	ART 130 Drawing I	3
ARTS 240 Introduction to Life Drawing	3	ART 231 Life Drawing I*	3
MART 351 Principles of Video Production	3	FMS 200 Intro to Filmmaking and Media Aesthetics	3
Media Arts, BAA – Filmmaking concentration			
MART 424 Compositing and VFX I	3	ANI 270 Visual Effects and Compositing*	3
COMM 321 Introduction to Film Studies	3	FMS 100 Intro to Film	3
MART 351 Principles of Video Production	3	FMS 200 Intro to Filmmaking and Media Aesthetics	3
MART 103 Introduction to Digital Filmmaking	3	FMS 275 Introduction to Film and Media production *	3
MART 490 Special Topics	1-3	FMS 292 Special Topics	1-3
MART 311 Introduction to Sound for Digital Media	3	MUS 157 Introduction to Digital Audio*	3
MART 353 Video Storytelling	3	WEB 233 Visual Storytelling	3
Media Arts, BAA – Game Design concentration			
MART 220 Computer Modeling	3	ANI 150 Introduction to 3D Modeling, Texturing and Materials	3
MART 355 Digital Sculpting	3	ANI 210 Digital Sculpting	3
MART 222 Digital Animation I	3	ANI 220 Computer Graphics Environments and Animation*	3
MART 300 Lighting and Materials	3	ANI 252 Advanced 3D Modeling*	3
MART 400 Level Design	3	ANI 258 Game Level Design* OR GAME 132 Game Level Editing*	3 4
ARTF 136 Foundation 2-D Design	3	ART 124 Design 2D OR ART 129 Design Color	3
ARTF 145 Foundation Drawing	3	ART 130 Drawing I	3
ARTS 240 Introduction to Life Drawing	3	ART 231 Life Drawing I*	3
MART 104 Introduction to Game Design	3	GAME 104 Introduction to Game Development	1
MART 232 Game Design I	3	GAME 105 Beginning Game Creation OR GAME 120 Game Design I*	3 4

WSU Major Requirement	Hrs	JCCC Equivalent	Hrs
Media Arts, BAA – Game Design concentration cont.			
MART 261 Game Technology and Coding I	3	GAME 121 Game Programming I*	4
MART 332 Game Design II	3	GAME 220 Game Design II*	4
MART 361 Game Technology and Coding II	3	GAME 221 Game Programming II*	4
MART 299 Media Arts Practicum I	1	GAME 250 Game Capstone*	4
MART 311 Introduction to Sound for Digital Media	3	MUS 157 Introduction to Digital Audio*	3
Art, BA			
ARTF 136 Foundation 2-D Design	3	ART 124 Design 2D OR ART 129 Design Color	3
ARTF 189 Foundation 3-D Design	3	ART 127 Design 3D*	3
ARTF 145 Foundation Drawing	3	ART 130 Drawing I	3
ARTS 270 Introduction to Ceramics	3	ART 142 Ceramics I	3
ARTS 370 Studio Pottery	3	ART 143 Ceramics II*	3
ARTS 240 Introduction to Life Drawing	3	ART 231 Life Drawing I*	3
Art Education, BFA			
ARTF 136 Foundation 2-D Design	3	ART 124 Design 2D OR ART 129 Design Color	3
ARTF 189 Foundation 3-D Design	3	ART 127 Design 3D*	3
ARTF 145 Foundation Drawing	3	ART 130 Drawing I	3
ARTS 270 Introduction to Ceramics	3	ART 142 Ceramics I	3
ARTE 302 Jewelry Design/Construction	3	ART 148 Metal and Silversmithing I	3
ARTS 240 Introduction to Life Drawing	3	ART 231 Life Drawing I*	3
Art, BFA – Studio Art: Applied Drawing concentration, Studio Art: Ceramics Media concentration, Studio Art: Community & Social Practices concentration, Studio Art: Painting concentration, Studio Art: Photo Media concentration, Studio Art: Print Media concentration, Studio Art: Sculpture concentration			
ARTF 136 Foundation 2-D Design	3	ART 124 Design 2D OR ART 129 Design Color	3
ARTF 189 Foundation 3-D Design	3	ART 127 Design 3D*	3
ARTF 145 Foundation Drawing	3	ART 130 Drawing I	3
ARTS 270 Introduction to Ceramics	3	ART 142 Ceramics I	3
ARTS 370 Studio Pottery	3	ART 143 Ceramics II* (Ceramics Media concentration only)	3
ARTS 240 Introduction to Life Drawing	3	ART 231 Life Drawing I*	3
Graphic Design, BFA			
ARTF 136 Foundation 2-D Design	3	ART 124 Design 2D OR ART 129 Design Color	3
ARTF 189 Foundation 3-D Design	3	ART 127 Design 3D*	3
ARTF 145 Foundation Drawing	3	ART 130 Drawing I	3
ARTG 490 Graphic Design Applications	3	VDA 130 Motion Graphics	3

WSU Major Requirement	Hrs	JCCC Equivalent	Hrs
Composition, BM - Jazz and Contemporary Media, BM; Performance: Instrumental Emphasis, BM; Performance: Keyboard Emphasis, BM; Performance: Vocal Emphasis, BM; Music - BA			
MUSC 129 Aural Skills 1	2	MUS 131 Sight-Signing and Ear Training I	2
MUSC 130 Aural Skills 2	2	MUS 132 Sight-Singing and Ear Training II*	2
MUSC 127 Musicianship 1	2	MUS 141 Music Theory: Harmony I	3
MUSC 128 Musicianship 2	2	MUS 142 Music Theory: Harmony II*	3
Instrumental, BME; Keyboard, BME; Vocal, BME; Special Music Education, BME			
MUSC 129 Aural Skills 1	2	MUS 131 Sight-Signing and Ear Training I	2
MUSC 130 Aural Skills 2	2	MUS 132 Sight-Singing and Ear Training II*	2
MUSC 127 Musicianship 1	2	MUS 141 Music Theory: Harmony I	3
MUSC 128 Musicianship 2	2	MUS 142 Music Theory: Harmony II*	3
Music Theater, BFA			
DANC 201 Contemporary Technique 1	2	HPER 140 Modern Dance (Beginning)	1
DANC 210 Ballet Technique I	2	HPER 155 Ballet (Beginning)	1
MUSC 129 Aural Skills I	2	MUS 131 Sight-Signing and Ear Training I	2
MUSC 130 Aural Skills II	2	MUS 132 Sight-Singing and Ear Training II*	2
MUSC 127 Theory I	2	MUS 141 Music Theory: Harmony I	3
MUSC 128 Theory II	2	MUS 142 Music Theory: Harmony II*	3
THEA 243 Acting 1 - Foundations	3	THEA 121 Fundamentals of Acting OR THEA 130 Acting I*	3
THEA 222 Voice and Movement for the Actor 1 – Speech and Diction	2	THEA 131 Voice and Speech	3
THEA 342 Acting 2 – Scene Study	3	THEA 230 Acting II*	3
Theater, BA			
THEA 243 Acting 1 - Foundations	3	THEA 121 Fundamentals of Acting OR THEA 130 Acting I*	3
THEA 222 Voice and Movement for the Actor 1 – Speech and Diction	2	THEA 131 Voice and Speech	3
THEA 254 Stage Makeup	2	THEA 135 Stage Makeup	2
THEA 253 Costume and Wardrobe Technology	3	THEA 136 Costume Construction OR THEA 250 Introduction to Costume Design	3
THEA 244 Stagecraft: Applied Technology	3	THEA 140 Basic Stagecraft	3
THEA 342 Acting 2 – Scene Study	3	THEA 230 Acting II*	3
THEA 180D Introduction to Acting Repertoire	1	THEA 233 Technical Practicum II*	1
Acting, BFA			
THEA 243 Acting 1 - Foundations	3	THEA 121 Fundamentals of Acting OR THEA 130 Acting I*	3
THEA 222 Voice and Movement for the Actor 1 – Speech and Diction	2	THEA 131 Voice and Speech	3
THEA 254 Stage Makeup	2	THEA 135 Stage Makeup	2
THEA 253 Costume and Wardrobe Technology	3	THEA 136 Costume Construction OR THEA 250 Introduction to Costume Design	3
THEA 244 Stagecraft: Applied Technology	3	THEA 140 Basic Stagecraft	3
THEA 342 Acting 2 – Scene Study	3	THEA 230 Acting II*	3
THEA 180D Introduction to Acting Repertoire	1	THEA 233 Technical Practicum II*	1

WSU Major Requirement	Hrs	JCCC Equivalent	Hrs
Design and Technical Theater, BFA			
THEA 243 Acting 1 - Foundations	3	THEA 121 Fundamentals of Acting OR THEA 130 Acting I*	3
THEA 222 Voice and Movement for the Actor 1 – Speech and Diction (Elective)	2	THEA 131 Voice and Speech	3
THEA 254 Stage Makeup	2	THEA 135 Stage Makeup	2
THEA 253 Costume and Wardrobe Technology	3	THEA 136 Costume Construction OR THEA 250 Introduction to Costume Design	3
THEA 244 Stagecraft: Applied Technology	3	THEA 140 Basic Stagecraft	3
THEA 344 Scene Design	3	THEA 145 Introduction to Theater Design	3

*JCCC course has a prerequisite or corequisite.

+This course fulfills both General Education and program requirements simultaneously.

^General Education course approved by KBOR as a requirement for the degree program even if the student has already completed the General Education program.

Note: Major courses for Art History, BA and Dance, BA/BFA must be taken at WSU.

It is the STUDENT'S RESPONSIBILITY to check for updates to all transfer information. This transfer guide is provided as a service and is updated as needed. Degree requirements at the four-year colleges are subject to change by those institutions. To ensure you have the most accurate up to date information about the program, it is imperative you meet with an advisor at the transfer institution.