

FIRST YEAR

First Semester

| FG | Course No. | Course Title | Units |
|----|------------------|--|-------------|
| | MATMOD | Mathematics in the Modern World | 3 |
| | UNDSELF | Understanding the Self | 3 |
| | SPIECO | Spirituality & Ecology in the Christian, Ignatian & Islamic Traditions | 3 |
| | PHIHIS | Readings in Philippine History | 3 |
| | FFP-NSTP1 | Freshmen Formation Program/NSTP1 | 4.5 |
| | PATHFIT1 | Movement Enhancement | 2 |
| | NMCA.111 | Photography | 3 |
| | NMCA.112 | Film Appreciation | 3 |
| | | | |
| | | Total | 24.5 |

Second Semester

| FG | Course No. | Course Title | Units |
|----|------------------|--|-------------|
| | PURCOM | Purposive Communication | 3 |
| | PHIHUM | Philosophy of the Human Person: Social & Political Dimensions | 3 |
| | VOCMIS | Vocation & Mission in the Christian, Ignatian & Islamic Traditions | 3 |
| | FFP-NSTP2 | Freshmen Formation Program/NSTP2 | 4.5 |
| | PATHFIT2 | Fitness Exercise | 2 |
| | NMCA.121 | Screenplay I | 3 |
| | NMCA.122 | Visual Conceptualization: Research and Development | 3 |
| | NMCA.123 | Sound Design & Voice Acting | 3 |
| | | | |
| | | Total | 24.5 |

SECOND YEAR

First Semester

| FG | Course No. | Course Title | Units |
|----|-----------------|----------------------------------|-----------|
| | RIZAL | Life and Works of Rizal | 3 |
| | ETHICS | Ethics | 3 |
| | PATHFIT3 | Dance/Sports/Rec & Games I | 2 |
| | NMCA.211 | Motion Graphics & Visual Effects | 5 |
| | NMCA.212 | Screen Acting | 3 |
| | NMCA.213 | Principles of Animation | 3 |
| | NMCA.214 | Screenplay II | 3 |
| | | | |
| | | Total | 22 |

Second Semester

| FG | Course No. | Course Title | Units |
|----|-----------------|------------------------------|-----------|
| | ARTAPP | Art Appreciation | 3 |
| | PATHFIT4 | Dance/Sports/Rec & Games II | 2 |
| | CONWOR | Contemporary World | 3 |
| | SCITECS | Contemporary World | 3 |
| | NMCA.221 | Film Production and Industry | 3 |
| | NMCA.222 | 3D Modelling | 5 |
| | COGNATE1 | Cognate Course 01 | 3 |
| | | | |
| | | Total | 22 |

SUMMER

| FG | Course No. | Course Title | Units |
|----|--------------------|-------------------------|-------|
| | GE ELECT-DA | Data Analytics | 3 |
| | GE ELECT-LM | Literatures of Mindanao | 3 |

THIRD YEAR

First Semester

| FG | Course No. | Course Title | Units |
|----|-----------------|-----------------------------------|-----------|
| | NMCA.311 | Texturing and Rendering | 5 |
| | NMCA.312 | 3D Animation | 5 |
| | NMCA.313 | 3D Rigging | 5 |
| | NMCA.314 | IT with Word, Sprdsheet, & others | 3 |
| | COGNATE2 | Cognate Course 02 | 3 |
| | | Total | 21 |

Second Semester

| FG | Course No. | Course Title | Units |
|----|-----------------|--------------------------------|-----------|
| | LITMOD | Literature of the Modern World | 3 |
| | CIT.014 | Technopreneurship | 3 |
| | NMCA.321 | 3D Dynamics | 5 |
| | NMCA.322 | IT ETHICS | 3 |
| | COGNATE3 | Cognate Course 03 | 3 |
| | | Total | 17 |

SUMMER

| FG | Course No. | Course Title | Units |
|----|-----------------|--|-------|
| | NMCA.331 | New Media Computer Animation Practicum | 6 |

FOURTH YEAR

First Semester

| FG | Course No. | Course Title | Units |
|----|-----------------|------------------------------------|-----------|
| | NMCA.411 | Senior Animation Film Production I | 3 |
| | NMCA.412 | Portfolio Development | 3 |
| | NMCA.413 | Digital Marketing | 3 |
| | COGNATE4 | Cognate Course 04 | 3 |
| | | Total | 12 |

Second Semester

| FG | Course No. | Course Title | Units |
|----|-----------------|-------------------------------------|----------|
| | NMCA.421 | Senior Animation Film Production II | 3 |
| | NMCA.422 | Animation Seminars | 3 |
| | NMCA.423 | Portfolio Development II | 3 |
| | | Total | 9 |

NEW MEDIA AND COMPUTER ANIMATION: COGNATE COURSES

| Course Code | Course Title | Units |
|--------------------|----------------------------|--------------|
| CIT.002 | Computer Programming I | 4 |
| CIT.003 | Web Programming | 3 |
| CIT.011 | Human-Computer Interaction | 3 |
| CIT.501 | Data Analytics | 3 |
| CIT.502 | 3D Architecture and Design | 3 |
| CS.321 | Artificial Intelligence | 3 |
| NMCA.501 | Computer-Aided Learning | 3 |
| NMCA.502 | Unity Mobile Programming | 3 |
| NMCA.503 | 3D Scupltng | 3 |