



MEDIA ARTS & GAME DEVELOPMENT — COMMUNICATION/GAMING MINOR (24 CREDITS)

(Students must have 2.0 GPA within the minor upon completion for graduation clearance)

REQUIRED CORE COURSES. 9 CREDITS

Course No.	Course Name	Prerequisites
_____ MAGD 150	Introduction to Media Arts & Game Development	None
_____ MAGD 210	Visual Design for Digital Media	None
_____ MAGD 220	Drawing for Digital Media	None

CORELECTIVE COURSES. 6 CREDITS. CHOOSE 2 COURSES FROM THE FOLLOWING LIST

_____ MAGD 270	Web Development	MAGD 150 and 210
_____ MAGD 271	Interactive Communication	MAGD 150
_____ MAGD 272	Game Development	MAGD 150, 210, 220, and sophomore status

ELECTIVE COURSES. 9 CREDITS. CHOOSE 3 COURSES FROM OF THE FOLLOWING LIST

_____ COMM 238	Video Production I: Fundamentals of Video	None
_____ COMM 239	Audio Production I: Fundamentals of Audio	None
_____ COMM 285	Social Media Optimization & the New Web	Sophomore status or consent of instructor
_____ COMM 294	Web Video & the Game Industry	COMM 238 or consent of instructor
_____ COMM/MUSC 346	Sound and Image: An Exploration of Sound (GA)	None
_____ COMM 351	Game Studies and Design	Junior status or consent of instructor
_____ LIBMEDIA 175	Video Games and Learning	None
_____ MAGD 270	Web Development	MAGD 150 and 210
_____ MAGD 271	Interactive Communication	MAGD 150
_____ MAGD 272	Game Development	MAGD 150
_____ MUSC 452	Electronic Music and Sound Design I (2 cr)	MUSC 152 or 346 or COMM 239 or 346 or MUSED 290 or consent of instructor

(students who choose MUSC 452 will need 1 additional credit of MUSC 498 independent study for this to total 3 credits)