



## **MEDIA ARTS & GAME DEVELOPMENT— TECHNOLOGY MINOR (24 CREDITS)**

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

### **REQUIRED CORE COURSES. 21 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
_____ MAGD 272	Game Development	MAGD 150, 210, 220 and Sophomore status
_____ COMM 351	Game Studies and Design	Junior status or consent of instructor
_____ MAGD 487	Media Arts Capstone: Portfolio Development	Completed CORE and 12 additional credits, Department consent or Senior status
_____ MAGD 488	MAGD Team Projects	Completed CORE and department consent or Senior status

### **ELECTIVE COURSES. 3 CREDITS. CHOOSE 1 COURSE FROM OF THE FOLLOWING LIST**

_____ ARTSTUDIO 377	HD/DV Design Fundamentals	ARTSTUDIO 102 and 287 or MAGD 210 and 220
_____ ARTSTUDIO 380	3D Modeling, Imaging, Animation I	ARTSTUDIO 102 and 287 or MAGD 210 and 220 or consent of instructor
_____ ARTSTUDIO 388	Motion Graphic Animation Studio I	ARTSTUDIO 102 and 287 or MAGD 210 and 220 or consent of instructor
_____ 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 440	New Communication Technologies	MAGD 150 or JOURN 227 or 220 or COMM 131 or Junior status
_____ COMM 493M	Internship in MAGD	Department consent
_____ COMM 496	Special Studies	Junior status and instructor consent
_____ COMM 498	Independent Study	Junior status and instructor consent
_____ LIBMEDIA 175	Video Games and Learning	None
_____ MAGD 271	Interactive Communication	MAGD 150
_____ MUSC 452	Electronic Music and Sound Design I	MUSC 152 or 346 or COMM 239 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)*

### **UNIQUE REQUIREMENTS. 3 CREDITS. CHOOSE 3 COURSE FROM OF THE FOLLOWING LIST**

_____ COMPSCI 174	Introduction to C++ (GM)	MATH 152 with grade of C or better, or MATH 143 with a grade of C or better, or calculus placement, or consent of instructor
_____ COMPSCI 220	Intermediate Java	COMPSCI 172 or (COMPSCI 174 and consent of instructor)
_____ COMPSCI 222	Intermediate C++	COMPSCI 174 or (COMPSCI 172 and consent of instructor)
_____ COMPSCI 223	Data Structures	COMPSCI 220 with a grade of C or better, or COMPSCI 222 with grade of C or better