New Media: Game Design (B.A.)

2017-2018 catalog

AUGSBURG UNIVERSITY

Student Name: _____   **ID Number:** _____

Major Requirements

Term Completed/Planned	Grade	Credit	Course #	Title
_____	_____	4	NMS220	Foundations of New Media
_____	_____	4	NMS242/ENL242: Electronic Literature	
_____	_____	4	COM415	Advanced Critical Media Studies
_____	_____	4	POL371	Topics: Internet Law
_____	_____	4	NMS490	Vocation and New Media (KEY)
_____	_____	4	CSC240	Intro to Networking and Communications
_____	_____	4	CSC250	Game Programming on the Web

Complete **one (1)** Internship or Practicum

Term Completed/Planned	Grade	Credit	Course #	Title
_____	_____	4	NMS399	Internship
_____	_____	4	NMS375	Practicum

Complete **two (2)** of the following concentration courses:

Term Completed/Planned	Grade	Credit	Course #	Title
_____	_____	4	CSC373	Symbolic Programming and Artificial Intelligence
_____	_____	4	CSC431	Introduction to A.I. Robotics
_____	_____	4	CSC495	Topics: Mobile Applications

Complete one Quantitative Reasoning course

Term Completed/Planned	Grade	Credit	Course #	Title
_____	_____	4	MAT163	Introductory Statistics (NSM)
_____	_____	4	MAT164	Introductory Statistics for STEM (NSM)
_____	_____	4	PHY119	Physics for the Fine Arts (NSM-L)
_____	_____			Approved QR from a second major:

Abbreviation Key: KEY = Senior Keystone; NSM = Natural Science & Mathematics - no lab; NSM-L = Natural Science & Mathematics-with lab

_____   _____
Student Signature   Date   Advisor Signature   Date
Student and advisor signature are required for submission with the Intent to Graduate form.