

New Media: Game Design (B.A.)

2016-2017 catalog

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

Major Requirements

Term Completed/Planned	Grade	Credit	✓	Course #	Title
_____	_____	4	<input type="checkbox"/>	NMS220	Foundations of New Media
_____	_____	4	<input type="checkbox"/>	NMS242/ENL242:	Electronic Literature
_____	_____	4	<input type="checkbox"/>	COM415	Advanced Critical Media Studies
_____	_____	4	<input type="checkbox"/>	POL371	Topics: Internet Law
_____	_____	4	<input type="checkbox"/>	NMS490	Vocation and New Media (KEY)
_____	_____	4	<input type="checkbox"/>	CSC240	Intro to Networking and Communications
_____	_____	4	<input type="checkbox"/>	CSC250	Game Programming on the Web
Complete one (1) Internship or Practicum					
_____	_____	4	<input type="checkbox"/>	NMS399	Internship
_____	_____	4	<input type="checkbox"/>	NMS375	Practicum
Complete two (2) of the following concentration courses:					
_____	_____	4	<input type="checkbox"/>	CSC373	Symbolic Programming and Artificial Intelligence
_____	_____	4	<input type="checkbox"/>	CSC431	Introduction to A.I. Robotics
_____	_____	4	<input type="checkbox"/>	CSC495	Topics: Mobile Applications
Complete one Quantitative Reasoning course					
_____	_____	4	<input type="checkbox"/>	MAT163	Introductory Statistics (NSM)
_____	_____	4	<input type="checkbox"/>	MAT164	Introductory Statistics for STEM (NSM)
_____	_____	4	<input type="checkbox"/>	PHY119	Physics for the Fine Arts (NSM-L)
_____	_____		<input type="checkbox"/>	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

Faculty Adviser Signature

Date

Student and faculty signature are required for submission with the Intent to Graduate form.