

New Media: Game Design (B.A.)

2018-2019 catalog

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				
_____	_____	4	NMS399	Internship
_____	_____	4	NMS375	Practicum
Complete two (2) of the following concentration courses:				
_____	_____	4	CSC373	Symbolic Programming and Artificial Intelligence
_____	_____	4	CSC431	Introduction to A.I. Robotics
_____	_____	4	CSC495	Topics: Mobile Applications
Complete one Quantitative Reasoning course				
_____	_____	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's Signature Date

Advisor's Printed Name Signature Date

Advisor(s): By signing, you indicate you have verified the accuracy of the information above. Faculty advisors must initial next to each course substitution/waiver and sign this form.