

# Game Design and Development (B.A.)

2022-2023 catalog

Student Name: \_\_\_\_\_ ID Number: \_\_\_\_\_

## Major Requirements

Term Completed/Planned	Grade	Credit	Course #	Title
Complete the <b>five (5)</b> course new media core				
_____	_____	4	NMS220	Foundations of New Media
_____	_____	4	NMS242	Electronic Literature
_____	_____	4	COM415	Diversity and Representation in the Media
_____	_____	4	NMS371/POL371:	Internet Law
_____	_____	4	NMS490	Vocation and New Media (KEY)
Complete the <b>five (5)</b> course game design series. Equivalent courses through Rize are 3 credits.				
_____	_____	3-4	NMS115	Introduction to Game History and Design
_____	_____	3-4	NMS252	Content and Systems Design
_____	_____	3-4	NMS352	Unity I: Working With Unity
_____	_____	3-4	NMS452	Unity II: Advanced Unity
_____	_____	3-4	NMS475	Game Design Studio
Complete the <b>two (2)</b> course programming core				
_____	_____	4	CSC165 and 165L	Introduction to Computer Programming (Python)
_____	_____	4	CSC311	Web Applications and Databases
Complete either <b>both</b> CSC170 and CSC272 or just GDM4 through Rize exchange.				
_____	_____	4	CSC170 and 170L	Introduction to Object-Oriented Programming (Java)
_____	_____	4	CSC272	UNIX and C
Or GDM4 from Rize				
_____	_____	3	GDM4	C# Programming
Complete one Quantitative Reasoning course				
_____	_____	4	DST164	Introduction to Statistics (with R) (NSM)
_____	_____	4	MAT111	Mathematics in Society (NSM)
_____	_____	4	PHY119 and 119L	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 Date

Signature

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.