

**GAME MEDIA DESIGN Certificate of Undergraduate Studies (CUGS)**

**MAJOR REQUIREMENTS 12 s.h.**

**Game Media Design Core Requirements 6 s.h.**

1. Introduction to Game Media Design (3 s.h.) ART/BMV  
09453
2. Screenwriting I - Writing the Short (CC2) (3 s.h.) RTF  
03393

Date Taken \_\_\_\_\_ Grade \_\_\_\_\_

Date Taken \_\_\_\_\_ Grade \_\_\_\_\_

**Electives 6 s.h. (Choose 2)**

1. Introduction to Digital 3D Modeling (3 s.h.) ART/BMV 09253
2. Biomedical Art: Storyboarding & Animation (3 s.h.) ART/BMV  
09360
3. Essentials of Design (3 s.h.) ADV 04370
4. Game Audio (3 s.h.) MUS 40331
5. Intro to New Media (CC2) (3 s.h.) RTF 03295

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