

GAME MEDIA DESIGN Certificate of Undergraduate Studies (CUGS)

MAJOR REQUIREMENTS 12 s.h.

Game Media Design Core Requirements 6 s.h.

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| 1. Introduction to Game Media Design (3 s.h.) ART 09453 | Date Taken _____ | Grade _____ |
| 2. Screenwriting I - Writing the Short (CC2) (3 s.h.) RTF 03393 | Date Taken _____ | Grade _____ |

Electives 6 s.h. (Choose 2)

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