

Student Name: \_\_\_\_\_

ID#: \_\_\_\_\_

Advisor Name: \_\_\_\_\_

Anticipated Graduation Date: \_\_\_\_\_



## GAME DEVELOPMENT MINOR/CONCENTRATION CHECKLIST (24/30 s.h.) 2022-24 Academic Calendar3

THIS CHECKLIST IS INTENDED TO ASSIST STUDENTS AND ADVISORS IN ENSURING THAT ALL MINOR REQUIREMENTS ARE MET. IT IS THE RESPONSIBILITY OF THE **STUDENT** TO ENSURE THAT ALL REQUIREMENTS FOR THE GRANTING OF A DEGREE HAVE BEEN MET.

### MINOR (24 s.h.)

\*A minimum of 12 s.h. must be upper level.

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
<input type="checkbox"/>	GAME 110	3		<input type="checkbox"/>	_____	____	Developmental Skills (9 s.h.) Choose 9 s.h. from list below.
<input type="checkbox"/>	GAME 290	3		<input type="checkbox"/>	_____	____	
<input type="checkbox"/>	GAME 390	3		<input type="checkbox"/>	_____	____	
<input type="checkbox"/>	GAME 391	3		<input type="checkbox"/>	_____	____	
<input type="checkbox"/>	MCOM 312	3		<input type="checkbox"/>	_____	____	

### CONCENTRATION (30 s.h.)

\*A minimum of 12 s.h. must be upper level.

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
<input type="checkbox"/>	GAME 110	3		<input type="checkbox"/>	_____	____	Developmental Skills (15 s.h.) Choose 15 s.h. from list below.
<input type="checkbox"/>	GAME 290	3		<input type="checkbox"/>	_____	____	
<input type="checkbox"/>	GAME 390	3		<input type="checkbox"/>	_____	____	
<input type="checkbox"/>	GAME 391	3		<input type="checkbox"/>	_____	____	
<input type="checkbox"/>	MCOM 312	3		<input type="checkbox"/>	_____	____	

➤ **NOTE:** Concentration students are strongly encouraged to take GAME 490/491

Recommended:

GAME ART STREAM: ART 181, 182, 211, 250, 310, 361, 362, 363, 364; GAME 231, 232, 331, 332.

GAME DESIGN STREAM: GAME 140, 240, 340, 341; ENGL 207, 208.

MUSIC & SOUND DESIGN STREAM: MUSI 225, 226, 340, 341, any other music composition course; GAME 320, 321, 322, 323.

SOFTWARE DEVELOPMENT STREAM: CMPT 140, 150, 166, 231, 339, 340, 360, 370, 385; GAME 350, 351.

OTHER GAME DEVELOPMENT COURSES: GAME 160, 260, 380, 470, 471.

Optional:

GAME ART STREAM: ART 150, 230, 330, 390, 451, any ART History course.

GAME DESIGN STREAM: MCOM 252, 272, 361; BUSI 111, 121, 176, 245, 280.

MUSIC & SOUND DESIGN STREAM: MUSI 325, 326, any other music history or theory course.

SOFTWARE DEVELOPMENT STREAM: CMPT 325, 386.

➤ **NOTE:** A total of 30 s.h. of credit, including a minimum of 12 s.h. of upper-level credit is required to complete a Concentration. A total of 24 s.h. of credit, including a minimum of 12 s.h. of upper-level credit is required to complete a Minor. A minimum overall (cumulative) GPA of 2.00 is required for graduation.

➤ **NOTE:** In order to be eligible for graduation you must complete an Application for Graduation via the Student Portal and submit a completed checklist to the Office of the Registrar by April 30 of the year prior to your completion (there is no fee to apply for graduation). Once your complete application has been received, a degree audit will be completed for you. This audit will confirm which courses are still outstanding in order for you to complete your degree.