

# INTERDEPARTMENTAL MAJORS/EMPHASES AND MINORS - COAC

The Media Arts and Game Development (MAGD) program brings together talented faculty from the Departments of Art & Design, Communication, Computer Science, Music, and Education. The curriculum includes a cohort of core classes for all students in the program, along with three separate tracks in Communication/Gaming, Media Art, and Technology/Programming that allow students to focus their studies in an area of specialty. The program culminates in a year-long capstone experience that brings students from all three areas back together to create substantial interactive projects in teams.

Students pursue programs of study towards a wide range of careers in web development, motion graphics artist, graphic designer for interactive media, animators, game designers, usability engineers, casual and serious game developers, game producers, interface designers, game level designers, software developers, etc.

Media Arts and Game Development Stipulations:

1. MAGD majors must choose an initial track (Media Art, Communication/ Gaming, or Technology/Programming) upon entering the program, though these can be changed at any time
2. MAGD majors must meet all College of Arts and Communication requirements for graduation.
3. MAGD majors are responsible for consulting current advising sheets available in the Department Office of their track (Art & Design, Communication, or Computer Science) and on the MAGD website for explanations and updates in Department and College regulations.
4. Students are limited to three Studio classes per term unless prior approval is given by the student's advisor, the Art & Design Department chair, the MAGD coordinator, and all faculty teaching those courses.
5. Students taking classes within Media Arts and Game Development may be required to purchase equipment or supplies that they retain to complete courses projects.
6. MAGD majors must choose a minor from the large number of options available to majors in the College of Arts and Communication. Many students pick from the series of related minors in the connected disciplines of Computer Science, Art & Design, Communication, and Music.

## Interdepartmental Majors

- Media Arts and Game Development - Communication/Gaming Emphasis (BA/BS) (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/media-arts-game-development-communication-gaming-ba-bs/>)
- Media Arts and Game Development - Media Art Emphasis (BA/BS) (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/media-arts-game-development-visual-media-design-ba-bs/>)
- Media Arts and Game Development - Technology Emphasis (BA/BS) (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/media-arts-game-development-technology-ba-bs/>)

- Individually Designed (BA) (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/individually-designed/>)

## Interdepartmental Minors

- Audio Production and Sound Design (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/audio-production-and-sound-design-minor/>)
- Communication/Gaming (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/media-arts-games-development-minor-communication-gaming/>)
- Expressive Arts (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/expressive-arts-minor/>)
- Individualized (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/individualized-minor/>)
- Media Art (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/media-arts-game-development-minor-visual-media-design/>)
- Technology (<http://www-public.courseleaf.com/undergraduate/arts-communication/interdepartmental/media-arts-game-development-minor-technology/>)