

# MEDIA ARTS AND GAME DEVELOPMENT - COMMUNICATION/GAMING EMPHASIS REQUIREMENTS (BA/BS)

Code	Title	Units
<b>Major Requirements</b> <sup>1, 2, 3</sup>		
MAGD 150	INTRODUCTION TO MEDIA ARTS AND GAME DEVELOPMENT	3
MAGD 210	VISUAL DESIGN FOR DIGITAL MEDIA	3
MAGD 220	DRAWING FOR DIGITAL MEDIA	3
<b>Select 6 units:</b>		<b>6</b>
MAGD 270	WEB DEVELOPMENT	
MAGD 271	INTERACTIVE COMMUNICATION	
MAGD 272	GAME DEVELOPMENT	
MAGD 372	INTERMEDIATE GAME DEVELOPMENT	
<b>Select 9 units:</b>		<b>9</b>
COMM 238	VIDEO PRODUCTION I: FUNDAMENTALS OF VIDEO	
COMM 239	AUDIO PRODUCTION I: FUNDAMENTALS OF AUDIO	
COMM 285	SOCIAL MEDIA OPTIMIZATION & THE NEW WEB	
COMM 294	WEB VIDEO PRACTICUM	
COMM/MUSC 346	SOUND AND IMAGE: AN EXPLORATION OF SOUND FOR/WITH VISUAL MEDIA	
LIBMEDIA 175	VIDEO GAMES AND LEARNING	
MAGD 231	GAME JAM PRACTICUM	
MAGD 269	NEW MEDIA ENSEMBLE	
MAGD 270	WEB DEVELOPMENT	
MAGD 271	INTERACTIVE COMMUNICATION	
MAGD 272	GAME DEVELOPMENT	
MUSC 452	ELECTRONIC MUSIC AND SOUND DESIGN	
<b>Select 6 units:</b>		<b>6</b>
COMM 258	VIDEO PRODUCTION II: MEDIA STORYTELLING	
COMM 259	AUDIO PRODUCTION II: ADVANCED AUDIO TECHNIQUES	
COMM 338	VIDEO PRODUCTION III: CORPORATE AND COMMERCIAL MEDIA	
COMM 339	AUDIO PRODUCTION III: RECORDING, MIXING AND MASTERING	
COMM 351	GAME STUDIES AND DESIGN	
COMM 440	NEW COMMUNICATION TECHNOLOGIES	
COMM 493E	ELECTRONIC MEDIA INTERNSHIP	
COMM 498	INDEPENDENT STUDY	
MAGD 372	INTERMEDIATE GAME DEVELOPMENT	
MAGD 488	MEDIA ARTS AND GAME DEVELOPMENT TEAM PROJECTS	

<b>Select 6 units:</b>		<b>6</b>
ARTSTDIO 376		
ARTSTDIO 377	HD/DV DESIGN FUNDAMENTALS	
ARTSTDIO 379	INTERACTIVE MULTIMEDIA DESIGN	
ARTSTDIO 380	3D MODELING-IMAGING-ANIMATION I	
ARTSTDIO 388	MOTION GRAPHIC ANIMATION STUDIO I	
ARTSTDIO 476		
ARTSTDIO 477	ADVANCED HD DV MOTION CAPTURE STUDIO	
ARTSTDIO 480	3D MODELING-ANIMATION II	
ARTSTDIO 488	MOTION GRAPHIC ANIMATION STUDIO II	
ARTSTDIO 496	SPECIAL STUDIES	
ARTSTDIO 498	INDEPENDENT STUDIES	
COMPSCI 174	INTRODUCTION TO C++	
COMPSCI 221	INTERMEDIATE PROGRAMMING IN C#	
COMPSCI 222	INTERMEDIATE C++	
COMPSCI 223	DATA STRUCTURES	
COMPSCI 332	INTRODUCTION TO ARTIFICIAL INTELLIGENCE	
COMPSCI 493	INTERNSHIP IN COMPUTER SCIENCE	
COMPSCI 496	SPECIAL STUDIES	
COMPSCI 498	INDEPENDENT STUDY IN COMPUTER SCIENCE	

<b>Capstones:</b>		
MAGD 487	MEDIA ARTS CAPSTONE - PORTFOLIO DEVELOPMENT	3
MAGD 488	MEDIA ARTS AND GAME DEVELOPMENT TEAM PROJECTS	3

**Total Units** **42**

<sup>1</sup> A cumulative combined or transfer GPA of at least 2.50 is required to declare this major.

<sup>2</sup> A GPA of at least 2.50 in the major is required to continue and graduate.

<sup>3</sup> An approved minor is required for this major.

Code	Title	Units
<b>Writing Requirement:</b>		<b>3</b>
ENGLISH 274	INTRODUCTION TO CREATIVE WRITING	
ENGLISH 370	ADVANCED COMPOSITION	
ENGLISH 376	SCREENWRITING	
PWP 272	WRITING ABOUT FILM AND MEDIA	
PWP 332	WRITING FOR THE WEB	
PWP 372	TECHNICAL AND PROFESSIONAL WRITING	
Or approved substitute		

<b>First Year</b>		
Fall	Units Spring	Units
MAGD 150, 210, or 220	3 MAGD 210, 150, or 220	3
CORE 110, 130, or 120 120/140	3 MAGD 220, 150, or 210	3
CORE 120, 110, 130, or 140	3 MATH 139	3-5
ENGLISH 101	3 ENGLISH 102	3
General Education Elective	3 CORE 130, 110, or 120 120/140	3
INTRAUNV 104	1	
	<b>16</b>	<b>15-17</b>

2 Media Arts and Game Development - Communication/Gaming Emphasis Requirements (BA/BS)

<b>Second Year</b>		
<b>Fall</b>	<b>Units Spring</b>	<b>Units</b>
MAGD 270, 271, or 272	3 MAGD 271, 270, or 272	3
MAGD Elective - Comm-Gaming Emphasis	3 MAGD Elective - Comm-Gaming Emphasis	3
GL, GM, GN, GQ Math Science Univ. Requirement	3-5 College Requirement For BA	2-3
COMM 110	3 General Education Elective	3
Class For Minor	3 Class For Minor	3
	<b>15-17</b>	<b>14-15</b>
<b>Third Year</b>		
<b>Fall</b>	<b>Units Spring</b>	<b>Units</b>
MAGD Elective - Comm-Gaming Emphasis	3 MAGD Elective - Comm-Gaming Emphasis	3
Writing Requirement (See Advisor) Or Class For Minor	3 Major Elective Course - Crossover	3
GL Lab Science	4-5 College Requirement For BA	2-3
PEGNRL 192	1 General Education Elective	3
CORE 390	3 Class For Minor	3
	<b>14-15</b>	<b>14-15</b>
<b>Fourth Year</b>		
<b>Fall</b>	<b>Units Spring</b>	<b>Units</b>
MAGD Elective - Comm-Gaming Emphasis	3 MAGD 488	3
MAGD 487	3 Class For Minor	3
Major Elective Course - Crossover	3 Class For Minor Or Elective To Reach 120 Credits	3
Class For Minor	3 College Requirement For BA	3
Class For Minor	3 Electives To Reach 120 Credits, If Needed	3
	<b>15</b>	<b>15</b>

**Total Units: 118-125**

The 4 year Plan illustrates the type of curriculum a new freshman could take to complete a degree in 4 years; it is not an official document. Refer to Academic Advising Report for full requirements. Sample Academic Advising Reports are available on-line at <http://www.uww.edu/registrar/sample-aars> The BA degree is recommended for students who are NOT interested in programming courses and DO NOT expect/plan to take Computer Science Courses during their career at UWW.

MAGD Academic Program Page: <http://www.uww.edu/magd>