

**GSAS (128 credits required)**

**Student Name:**

**RIN:**

**Concentration: EART**

Term	Course #	Course Name	cr	ci	Grade	Notes
<b>GSAS CORE COURSES (32 credits)</b>						
	ARTS-1040	ART FOR INTERACTIVE	4			
	COGS-2520	INTRO TO GAME DESIGN	4			
	COMM 4220	CHARAC & STORY FOR GAMES	4			
	COGS-4320	GAME MECHANICS <i>(COGS-2520)</i>	4			
	ARTS-4510	EXPERIMENTAL GAME DESIGN	4			
	ARTS/COGS/ CSCI-4520	GAME DEVELOPMENT I <i>(COGS-2520 OR CSCI-2300)</i>	4			
	ARTS/COGS/ CSCI-4540	GAME DEVELOPMENT II <i>(ARTS/COGS/CSCI-4520)</i>	4			
	IHSS-4xxx	GSAS RESEARCH PROJECT	4			
<b>Concentration (36 credits)</b>						
	ARTS-1010 ARTS-1030	MUSIC AND SOUND <b>OR</b> DIGITAL FILMMAKING	4			
	ARTS-1020	MEDIA STUDIO IMAGING	4			
	ARTS-1200	BASIC DRAWING	4			
	ARTS-2060 ARTS-2040	FUNDA OF ANIMA <i>(ARTS-1020 or 1030)</i> <b>OR</b> INTERMED DIG IMAGING <i>(ARTS-1020)</i>	4			
	ARTS-2530	ART HISTORY I	4			
	ARTS-2540	THE MULTIMEDIA CENTURY	4	✓		
	ARTS-4020	ADV DIGITAL 3D PROJ <i>(ARTS-4070)</i>	4			
	ARTS-4060	ANIMATION I <i>(ARTS-2040 or 2060)</i>	4			
	ARTS-4070	ANIMATION II <i>(ARTS-4060)</i>	4			
<b>Math/Science (24 credits)</b>						
	BIOL-1010	INTRO TO BIOLOGY	4			
	CSCI-1100	COMPUTER SCIENCE I <sup>1</sup>	4			
	CSCI-1200	DATA STRUCTURES <b>OR</b> SCIENCE ELECTIVE	4			
	MATH-1500	CALCULUS FOR ARCH/MGMT/HASS	4			
	PHYS-1100 PHYS-1050	PHYSICS I <b>OR</b> GENERAL PHYSICS	4			
		MATH ELECTIVE	4			
<b>HASS Core (24 credits) (Max 3 1000 level; Min 1 4000 level; 1 COMM INTENSIVE)</b>						
	COMM-1600	HISTORY & CULTURE OF GAMES <sup>2</sup>	4	✓		
		HUMANITIES ELECTIVE	4			
		SOCIAL SCIENCE ELECTIVE	4			
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		HASS DEPTH ELECTIVE	4			
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<b>Free Electives (12 credits)</b>						
			4			
			4			
			4			

**FOOTNOTES:**

1. *Students with sufficient programming background may substitute another Computer Science course.*
2. *COMM-1600 History and Culture of Games is a GSAS course counted in the HASS Core as a Humanities course.*

*Guidelines for HASS Core:*

- *2 course in ARTS/COMM/IHSS/LANG/LITR/PHIL/STSH/WRIT*
- *2 courses in COGS/ECON/IHSS/PSYC/STSS*
- *Max 3 1000 level; Min 1 4000 level*
- *2 course depth sequence (same department prefix, only 1 at 1000 level).*
- *Suggestions: COMM-4240 Writing For Games I, COMM-4250 Writing for Games II, COGS-49xx Learning and Advanced Game AI, ARTS-1020 Media Studio: Imaging, ARTS-1xxx Media Studio: Video/Audio.*