

**GSAS (128 credits required)**

**Student Name:**

**RIN:**

**Concentration: HCI**

Term	Course #	Course Name	cr	ci	Grade	Notes
<b>GSAS CORE COURSES (32 credits)</b>						
	ARTS-1040	ART FOR INTERACTIVE MEDIA	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>						
	COMM-1510	INTRO TO COMMUNICATION THEORY	4			
	PSYC-2220	HUMAN FACTORS IN DESIGN <i>(PSYC-1200)</i>	4			
	COMM-2610	INTRO TO VISUAL COMMUNICATION	4			
	COMM-4180	STUDIO DESIGN IN HCI <i>(COMM-4420)</i>	4			
	COMM-4420	FOUNDATIONS OF HCI USABILITY	4			
	COMM-4470	INFORMATION DESIGN <i>(COMM-2610)</i>	4			
	COMM-4690	INTERFACE DES: HYPER THE & APPLI	4			
	COMM-49XX	INTERNET PROGRAMMING	4			
	COMM-4770	USER-CENTERED DESIGN <i>(COMM-4420)</i>	4			
	COMM-4520	<b>OR</b> INFORMATION ARCHITECTURE <i>(ANY 4000 LEVEL COMM COURSE)</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-1010	CALCULUS I	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>	✓			
		HUMANITIES ELECTIVE	4			
		SOCIAL SCIENCE ELECTIVE	4			
		SOCIAL SCIENCE ELECTIVE	4			
		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.*