

NAME:		
RCS ID:		
Expected Graduation Date:		
GSAS Advisor:		
course#	course name	term taken/planned
GSAS CORE COURSES (9 courses, 36 credits)		
COGS 2520	Intro to Game Design	
COMM 1600	History and Culture of Games	
COGS 4320	Game Mechanics	
{ COMM 4960	Characters and Story for Games --OR--	
COMM 4963	Interactive Characters & Narrative	
ARTS 1xxx	Art for Interactive Media [entered F12 or later] --OR--	
{ COMM 4963	Intro to Game Production --OR--	
ARTS 2962	Interactivity and Flash --OR--	
COMM 4962	Writing for Games I	
CSCI 4520	Game Development I	
CSCI 4969	Game Development II	
ARTS 4510	Experimental Game Design	
IHSS 4xxx	GSAS Research Project	
MATH / SCIENCE (6 courses, 24 credits)		
CSCI 1100	Computer Science I	
{ CSCI 1200	Data Structures --OR--	
Science Elective		
BIOL 1010	Introduction to Biology	
{ PHYS 1100	Physics I	
PHYS 1050	General Physics	
MATH 1010	Calculus I	
Math Elective		
HCI CONCENTRATION (9 courses, 36 credits)		
COMM 1510	Introduction to Communication Theory	
COMM 2610	Introduction to Visual Communication	
COMM 4180	Studio Design in Human-Computer Interaction	
COMM 4420	Foundations of HCI Usability	
COMM 4470	Information Design	
COMM 4690	Interface Design: Hypermedia Theory and Application	
COMM 4710	Communication Design for the WWW	
{ COMM 4770	User-Centered Design --OR--	
COMM 4520	Information Architecture	
PSYC 2220	Human Factors in Design	
HASS requirements (5 courses, 20 credits)		
Free Electives (3 courses, 12 credits)		
By my signature, I am certifying that the above information is complete and correct as of this date:		
Signature: _____	Date: _____	