

GSAS (128 credits required)

Student Name:

RIN:

Concentration: MANAGEMENT

Term	Course #	Course Name	cr	ci	Grade	Notes
GSAS CORE COURSES (32 credits)						
	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			
Concentration² (36 credits)						
	ECON-1200	INTRODUCTORY ECONOMICS	4			
	MGMT-1100	INTRODUCTION TO MANAGEMENT	4			
	MGMT-1260	BUSINESS LAW ETHICS	4			
	MGMT-2300	FUND OF ACCT FOR DEC MAKING	4			
	MGMT-2320	MANGERIAL FINANCE <i>(MGMT-2300)</i>	4			
	MGMT-2510	MICROCOMPUTERS & APPLICA	4			
	MGMT-4430	MARKETING PRINCIPLES	4			
	MGMT-4850	ORGAN BEHAV IN HI PERFORM ORG	4			
	MGMT-4870	STRATEGY AND POLICY <i>(MGMT-4860)</i>	4			
Math/Science (24 credits)						
	BIOL-1010	INTRO TO BIOLOGY	4			
	MATH-1500	CALCULUS FOR ARCH/MGMT/HASS	4			
	CSCI-1100	COMPUTER SCIENCE I ¹	4			
	CSCI-1200	DATA STRUCTURES OR SCIENCE ELECTIVE	4			
	PHYS-1100 PHYS-1050	PHYSICS I OR GENERAL PHYSICS	4			
		MATH ELECTIVE	4			
HASS Core (24 credits) (Max 3 1000 level; Min 1 4000 level; 1 COMM INTENSIVE)						
	COMM-1600	HISTORY & CULTURE OF GAMES ²	4	✓		
		HUMANITIES ELECTIVE	4			
		SOCIAL SCIENCE ELECTIVE	4			
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		HASS DEPTH ELECTIVE	4			
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Free Electives (12 credits)						
			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.*