# GSAS (128 credits required)

**Student Name:**
**RIN:**

## Concentration:  WRITING

| Term | Course # | Course Name | cr | ci | Grade | Notes |
|------|----------|-------------|----|----|-------|-------|
| **GSAS CORE COURSES (32 credits)** | | | | | | |
| | ARTS-1040 | ART FOR INTERACTIVE | 4 | | | |
| | COGS-2520 | INTRO TO GAME DESIGN | 4 | | | |
| | COMM-4220 | CHARAC & STORY FOR | 4 | | | |
| | COGS-4320 | GAME MECHANICS *(COGS-2520)* | 4 | | | |
| | ARTS-4510 | EXPERIMENTAL GAME DESIGN | 4 | | | |
| | ARTS/COGS/ CSCI-4520 | GAME DEVELOPMENT I *(COGS-2520 OR CSCI-2300)* | 4 | | | |
| | ARTS/COGS/ CSCI-4540 | GAME DEVELOPMENT II *(ARTS/COGS/CSCI-4520)* | 4 | | | |
| | IHSS-4xxx | GSAS RESEARCH PROJECT | 4 | | | |
| **Concentration (36 credits)** | | | | | | |
| | COMM-1510 | INTRO TO COMM THEORY | 4 | | | |
| | WRIT-2310 | CREATIVE WRITING | 4 | | | |
| | COMM-4240 | WRITING FOR GAMES I *(COMM-4220)* | 4 | | | |
| | COMM-4250 | WRITING FOR GAMES II *(COMM-4240)* | 4 | | | |
| | COMM-4560 | MEDIA AND POPULAR CULTURE *(Any COMM or LITR course)* | 4 | | | |
| | COMM-4xxx | COMMUNICATION STUDIES | 4 | | | |
| | COMM-4xxx | WRITING INTERNSHIP | 4 | | | |
| | COMM-4xxx | VIDEO GAME LEVEL DESIGN | 4 | | | |
| | HASS-4xxx | HASS 4000-LEVEL ELECTIVE | 4 | | | |
| **Math/Science (24 credits)** | | | | | | |
| | MATH-1010 | CALCULUS I | 4 | | | |
| | BIOL-1010 | INTRO TO BIOLOGY | 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 | | | |
| | | SOCIAL SCIENCE ELECTIVE | 4 | | | |
| | | HASS DEPTH ELECTIVE | 4 | | | |
| | | HASS DEPTH ELECTIVE | 4 | | | |
| **Free Electives (12 credits)** | | | | | | |
| | | | 4 | | | |
| | | | 4 | | | |
| | | | 4 | | | |

AE/BO: July 2014
Catalogs 2012-present

*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.*