SAMPLE GAME DESIGN PLAN OF STUDY

**Required courses (16 credits):**

ART 207 Graphic Design (3 credits)  
COSC 101 The Discipline of Computer Science (3 credits)

COSC 240 Computer Science I (4 credits)  
MCOM 105 Digital Media and Media Literacy (3 credits)

MCOM 205 Mobile Media Production (3 credits)

**Choose 15 credits from the following:**

ART 307 Computer Graphics (3 credits)  
ART 336 Digital Imaging for the Fine Arts (3 credits)

ART 414 Advanced Graphic Design: Interactive Multimedia Design (3 credits)

COSC 130 Introduction to Programming (3 credits)

COSC 241 Computer Science II (4 credits)

COSC 455 Artificial Intelligence (3 credits)  
COSC 475 Interactive Computer Graphics (3 credits)

EDUC 202 Foundations of Learning and Instruction (3 credits)  
EDUC 325 Educational Technology (3 credits)

ENGL 438 Applied Digital Writing (3 credits)

ITEC 312 Human-Computer Interaction (3 credits)

ITEC 315 Programming (3 credits)

ITEC 442 Electronic Commerce (3 credits)

MCOM 213 Digital Audio Production (3 credits)  
MCOM 287 Single-Camera Production (3 credits)  
MCOM 203 Multi-Media Workshop (3 credits)

MCOM 313 Advanced Digital Audio Production (3 credits)

MCOM 487 Advanced Single-Camera Production (3 credits)

RECR 332 Sport Media and Communication (3 credits)  
RECR 430 Sport Promotion (3 credits)  
RECR 432 Computer Mediated Communication in Sports (3 credits)