

Media Arts and Game Development (MAGD)—Communication/Gaming Emphasis

(BA or BS) – (42 Credits)

(Students must have a 2.25 to declare this major)

Rev. 11/11

I. Required MAGD Core (21 credits) (AR SectionVII.1)

MAGD	150	Introduction to Media Arts & Game Development	_____
MAGD	210	Visual Imaging for Digital Media	_____
MAGD	220	Drawing for Digital Media	_____
MAGD	270	Web Development (Prereq: MAGD 150 and 210)	_____
MAGD	271	Flash Development (Prereq: MAGD 150 and 210)	_____

Writing Requirement* (Can be satisfied with COMM 351, COMM 440, ENG 274, ENG 370, ENG 372) _____

Dept. of Communication Exit Survey _____

(See department website for the Writing Requirement & Exit Survey form @

<http://academics.uww.edu/communication>)

II. Communication Emphasis Tier I Courses – Choose 3 (9 credits) (AR SectionVII.2)

COMM	238	Fundamentals of Video Production	_____
COMM	239	Audio Production	_____
COMM	285	Social Media Optimization (Prereq: Soph standing or consent of instructor)	_____
COMM	294	Web Video Practicum: GameZombie	_____
COMM	346	Sound and Image	_____
MUSIC	452	Midi Techniques (2 credits) (Prereq: MUSC 151/152 or consent of instructor)	_____

III. Communication Emphasis Tier 2 Courses – Choose 2 (6 credits) (AR SectionVII.3)

COMM	320	Advanced Audio Techniques (Prereq: Comm 239 or consent of instructor)	_____
COMM	330	Corporate & Industrial Video (Prereq: Comm 238) (Offered Spring semester-occasionally)	_____
COMM	335	Advertising Video Production (Prereq: Comm 238) (Offered Fall semester-occasionally)	_____
COMM	351	Game Development: Theory and Practice (Course may satisfy writing requirement) (Jr/Sr Status)	_____
COMM	440	New Communication Technologies (Prereq:MAGD 150, Journlsm 210 or 220 or Comm131 or 232, or JR; Course may satisfy writing requirement)	_____
COMM	493M	Internship (Pre Reqs: Declared MAGD major/minor;MAGD 150; completion of 9 credits in major or tier of Comm Track; 2.5 overall GPA and consent of instructor)effective Summer '11	_____
COMM	496	Special Studies (effective F'10)	_____
COMM	498	Independent Study (consent of instructor)	_____

IV. Electives (6 credits)

Choose two classes from the Technology and/or Art Emphases (6 credits) (AR SectionVII.4):

Technology Emphasis-- Tier 1

COMPSCI	174	Intro to C++ (prereq: MATH 143 or 152 or waiver into Calculus)	_____
COMPSCI	222	Intermediate C++ (prereq: 174)	_____
COMPSCI	223	Advanced C++ (prereq: 222)	_____

Technology Emphasis-- Tier 2

COMPSCI	???	Game Engine Modding (TBA)	_____
COMPSCI	???	Graphics Programming (TBA)	_____
COMPSCI	332	Artificial Intelligence (prereq: MCS 220 or COMPSCI 222)	_____
COMPSCI	492	Internship (prereq: consent)	_____
COMPSCI	498	Independent Study prereq: (consent)	_____
COMPSCI	496	Special Topics	_____

Visual Media Design Emphasis-- Tier 1

ARTSTDIO	213	Introduction to Digital Photography	_____
ARTSTDIO	376	Visual Design for the Web (<i>prereq: MAGD 210, 220, 270</i>)	_____
ARTSTDIO	377	HD/DV Design Fundamentals (<i>prereq: MAGD 210, 220</i>)	_____
ARTSTDIO	388	Motion Graphics (<i>prereq: MAGD 210, 220</i>)	_____
ARTSTDIO	313	Digital Photography/Digital Imaging (<i>prereq: ARTSTDIO 213 and MAGD 220 OR ARTSTDIO 287</i>)	_____
ARTSTDIO	379	Interactive Media (<i>prereq: MAGD 210, 220</i>)	_____
ARTSTDIO	380	3D Modeling-Imaging-Animation I (<i>prereq: MAGD 210, 220</i>)	_____

Visual Media Design Emphasis- Tier 2

ARTSTDIO	413	Adv. Digital Photography (<i>prereq: ARTSTDIO 313</i>)	_____
ARTSTDIO	477	Adv. HD/DV Design (<i>prereq: ARTSTDIO 377</i>)	_____
ARTSTDIO	476	Adv. Visual Design for the Web (<i>prereq: ARTSTDIO 376</i>)	_____
ARTSTDIO	488	Adv. Motion Graphics (<i>prereq: ARTSTDIO 388</i>)	_____
ARTSTDIO	482	Internship (<i>prereq: consent</i>)	_____
ARTSTDIO	498	Independent Study (<i>prereq: consent</i>)	_____
ARTSTDIO	496	Special Topics (<i>prereq: consent</i>)	_____

(AR Section VII.4)

CAPSTONE COURSES:

MAGD	487	Advanced Team Project I (<i>Prereq: 150, 210, 220, 270, 271 +12 credits in Comm. tier</i>)	_____
MAGD	488	Advanced Team Project II (<i>Prereq: 487</i>)	_____

All courses are three credits unless otherwise indicated

Students in Media Arts & Game Development must have a 2.25 overall GPA to declare, continue in, and graduate with the MAGD major.

The University Writing Requirements may be completed in either of the following courses: (COMM 351 or COMM 440).

- **All courses are three credits unless otherwise indicated.**
- **A minimum GPA of 2.25 is required within the major upon graduation.**
- **Students must declare a minor or 2nd major with this emphasis.**
- **A student must have a 2.75 GPA in Communication after nine credit hours of COMM classes before they can declare both a major AND minor in the Communication Department.**
- **Courses cannot count towards both the major and the minor.**
- **GS – General Social Science**
- **GS/DV – General Social Science & Diversity**
- **GH – General Humanities**