

**ADVISING CHECK SHEET**  
**UNIVERSITY OF WISCONSIN-WHITEWATER**

**BACHELOR OF ARTS — MAJOR IN MEDIA ARTS AND GAME DEVELOPMENT– VISUAL MEDIA DESIGN EMPHASIS**

NAME \_\_\_\_\_ ID \_\_\_\_\_ ENTRY DATE \_\_\_\_\_

**I. GENERAL EDUCATION REQUIREMENTS (44 cr.)**

**1. COMMUNICATION/CALCULATION SKILLS (12 credits)**

ENGLISH 101 or waiver\* \_\_\_\_\_ / \_\_\_\_\_  
 ENGLISH 102 or waiver\* \_\_\_\_\_ / \_\_\_\_\_  
 COMM 110 or waiver\* \_\_\_\_\_ / \_\_\_\_\_  
 MATH 140 or MATH 141 or waiver\* \_\_\_\_\_ / \_\_\_\_\_  
 \*if waiver, credits must be made up as electives

**2. QUANTITATIVE & TECHNICAL REASONING (7-11 cr.)**

7-11 credits of Science, Math, and Computer Science courses designated GL or GM from at least 2 different disciplines (Astronomy, Physics, Chemistry, Biology, Geology, Physical Geography, Math, Computer Science), to include at least one 4-5 credit lab science designated GL.  
 Lab Science (GL) \_\_\_\_\_ / \_\_\_\_\_  
 \_\_\_\_\_ / \_\_\_\_\_  
 \_\_\_\_\_ / \_\_\_\_\_

**3. CULTURAL HERITAGES (6 credits)**

GENED 110 – World of Arts \_\_\_\_\_ / \_\_\_\_\_  
 GENED 390 – World of Ideas \_\_\_\_\_ / \_\_\_\_\_

**4. COMMUNITIES (6 credits)**

GENED 130 – Individual and Society \_\_\_\_\_ / \_\_\_\_\_  
 GENED 120 – Historical Perspectives\* \_\_\_\_\_ / \_\_\_\_\_  
 or GENED 140 – Global Perspectives\* \_\_\_\_\_ / \_\_\_\_\_  
 \*if both are taken, count GENED 120 as GH elective in 6 below

**5. PERSONAL HEALTH AND FITNESS (1-2 credits)**

PEGNRL 192 – Personal Health and Fitness \_\_\_\_\_ / \_\_\_\_\_  
 HPRC courses designated GP \_\_\_\_\_ / \_\_\_\_\_

**6. ELECTIVES (7-12 credits to bring total to 44 credits)**

These electives must include 2 credits GA outside major department (i.e. Music, Theatre/Dance) and 6 credits of GH. (This is in addition to GENED 110, GENED 120 or GENED 140 and GENED 390.) No more than 1 course from any one discipline may be counted in area.  
 GA outside major \_\_\_\_\_ / \_\_\_\_\_  
 GH \_\_\_\_\_ / \_\_\_\_\_  
 GH \_\_\_\_\_ / \_\_\_\_\_  
 \_\_\_\_\_ / \_\_\_\_\_

**II. DEVELOPMENTAL STUDIES**

Developmental courses if needed – credits do not count towards degree  
 \_\_\_\_\_ / \_\_\_\_\_

**III. DIVERSITY REQUIREMENT (3 credits)**

Select one course identified as diversity in the timetable. Most courses also count in general education. (This requirement does not apply to students whose first term of enrollment at UW-System campus was prior to Fall 1989.)  
 \_\_\_\_\_ / \_\_\_\_\_

**English Competency Requirement**—Either by arrangement in research credits or ENGLISH 272, ENG. 274, ENG. 332, ENG. 370, ENG. 372, ENG. 376, PHILOSOPHY 271, or approved substitute.  
 \_\_\_\_\_ / \_\_\_\_\_

**\*\*Indicates course has prerequisite(s)**

**IV. CORE COURSES (15 credits)**

SEMESTER/YR

MAGD 150 Intro to Media Arts \_\_\_\_\_ / \_\_\_\_\_  
 MAGD 210 Visual Design for Dig. Media \_\_\_\_\_ / \_\_\_\_\_  
 MAGD 220 Drawing for Digital Media \_\_\_\_\_ / \_\_\_\_\_  
 \*\*MAGD 270 Web Development \_\_\_\_\_ / \_\_\_\_\_  
 \*\*MAGD 271 Interactive Communication **or** \_\_\_\_\_ / \_\_\_\_\_  
 \*\*MAGD 272 Game Development \_\_\_\_\_ / \_\_\_\_\_  
 ARTHIST 202 Survey, Ren. To Present **or** \_\_\_\_\_ / \_\_\_\_\_  
 ARTHIST 203 Modern & Contemp. \_\_\_\_\_ / \_\_\_\_\_

**VISUAL MEDIA DESIGN EMPHASIS – TIER 1 (6 credits)**

Select **two** of the following:

\*\*ARTSTDIO 376 Visual Design for the Web \_\_\_\_\_ / \_\_\_\_\_  
 \*\*ARTSTDIO 377 HD/DV Fundamentals \_\_\_\_\_ / \_\_\_\_\_  
 \*\*ARTSTDIO 379 Interactive Media Design \_\_\_\_\_ / \_\_\_\_\_  
 \*\*ARTSTDIO 380 3D Modeling-Animation \_\_\_\_\_ / \_\_\_\_\_  
 \*\*ARTSTDIO 388 Motion Graphic Anim Studio I \_\_\_\_\_ / \_\_\_\_\_

**VISUAL MEDIA DESIGN EMPHASIS – TIER 2 (6 credits)**

Select **two** of the following:

\*\*ARTSTDIO 476 Advanced Web Design Studio \_\_\_\_\_ / \_\_\_\_\_  
 \*\*ARTSTDIO 477 Advanced HD/DV Studio \_\_\_\_\_ / \_\_\_\_\_  
 \*\*ARTSTDIO 480 3D Modeling-Animation II \_\_\_\_\_ / \_\_\_\_\_  
 \*\*ARTSTDIO 488 Motion Graphic Anim Studio II \_\_\_\_\_ / \_\_\_\_\_  
 \*\*ARTSTDIO 492 Internship \_\_\_\_\_ / \_\_\_\_\_

**CROSSOVER ELECTIVES (6 credits)**

Select **two** of the following:

COMM 238 Video Production I: Fundamentals \_\_\_\_\_ / \_\_\_\_\_  
 \*\*COMM 239 Audio Production I: Fundamentals \_\_\_\_\_ / \_\_\_\_\_  
 COMM 258 Video Product. II: Media Storytell. \_\_\_\_\_ / \_\_\_\_\_  
 COMM 259 Audio Product II: Adv. Aud. Tech. \_\_\_\_\_ / \_\_\_\_\_  
 COMM 285 Social Media Opt. & the New Web \_\_\_\_\_ / \_\_\_\_\_  
 COMM 294 Web Video and Game Industry \_\_\_\_\_ / \_\_\_\_\_  
 COMM 338 Vid. Product. III: Corp.&Com.Med. \_\_\_\_\_ / \_\_\_\_\_  
 COMM 339 Audio III: Studio Production \_\_\_\_\_ / \_\_\_\_\_  
 COMM/MUSC 346 Sound and Image \_\_\_\_\_ / \_\_\_\_\_  
 COMM 351 Game Studies and Design \_\_\_\_\_ / \_\_\_\_\_  
 COMM 440 New Communication Tech. \_\_\_\_\_ / \_\_\_\_\_  
 COMM 493 MAGD Internship \_\_\_\_\_ / \_\_\_\_\_  
 COMM 496 Special Studies \_\_\_\_\_ / \_\_\_\_\_  
 COMM 498 Independent Studies \_\_\_\_\_ / \_\_\_\_\_  
 MUSC 452 Midi Techniques \_\_\_\_\_ / \_\_\_\_\_  
 MAGD 271 Interactive Communication \_\_\_\_\_ / \_\_\_\_\_  
 MAGD 272 Game Development \_\_\_\_\_ / \_\_\_\_\_  
 COMPSCI 174 Introduction to C++ \_\_\_\_\_ / \_\_\_\_\_  
 COMPSCI 222 Intermediate C++ \_\_\_\_\_ / \_\_\_\_\_  
 COMPSCI 223 Data Structures \_\_\_\_\_ / \_\_\_\_\_  
 COMPSCI 332 Intro to Artificial Dev. \_\_\_\_\_ / \_\_\_\_\_  
 COMPSCI 496 Special Studies \_\_\_\_\_ / \_\_\_\_\_  
 COMPSCI 498 Independent Studies \_\_\_\_\_ / \_\_\_\_\_  
 LIBMEDIA 175 Video Games & Learning \_\_\_\_\_ / \_\_\_\_\_

**CAPSTONE/TEAM-BASED COURSES (6 credits)**

\*\*MAGD 487 Capstone- Portfolio Development \_\_\_\_\_ / \_\_\_\_\_  
 \*\*MAGD 488 MAGD Team Projects \_\_\_\_\_ / \_\_\_\_\_

**TOTAL FOR MAJOR: (42 CREDIT MINIMUM)**

**\*\*\*SEE REVERSE FOR MORE REQUIREMENTS\*\*\***

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MINOR AREA (Min. 21 credits) \_\_\_\_\_

(See individual department listings for requirements)

_____	/	_____
_____	/	_____
_____	/	_____
_____	/	_____
_____	/	_____
_____	/	_____

**TOTAL FOR MINOR: (21 CREDIT MINIMUM)**

<b>University General Education:</b>	<b>44 cr.</b>
<b>Major:</b>	<b>42 cr.</b>
<b>Minor:</b>	<b>21-24 cr.</b>
<b>English Composition:</b>	<b>0-3 cr.</b>
<b>Electives:</b>	<b>6-13 cr.</b>
<b>Graduation:</b>	<b>120 cr.</b>