

ADVISING CHECK SHEET
UNIVERSITY OF WISCONSIN-WHITEWATER

BACHELOR OF SCIENCE — 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.)

Science, Math, and Computer Science courses designed 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) _____ / _____
 Natural Science/Math (GS/GM) _____ / _____
 Natural Science/Math (GS/GM) _____ / _____
 Elective _____ / _____

3. CULTURAL HERITAGES (6 credits)

GENED 110 – World of Arts _____ / _____
 GENED 390 – World of Ideas _____ / _____

4. COMMUNITIES (6 credits)

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

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.)
 _____ / _____

Writing Requirement- ENG. 332, ENG. 370, ENG. 372, 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	Flash Development	_____ / _____

VISUAL MEDIA DESIGN EMPHASIS – TIER 1 (9 credits)

Select **three** of the following:

ARTSTDIO 213	Intro to Digital Photography	_____ / _____
**ARTSTDIO 313	Digital Photo/Digital Imaging	_____ / _____
**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 413	Advanced Digital Photography	_____ / _____
**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 285	Social Media Opt. & the New Web	_____ / _____
COMM 294	Web Video and Game Industry	_____ / _____
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	_____ / _____
COMPSCI 174	Introduction to C++	_____ / _____
COMPSCI 222	Intermediate C++	_____ / _____
COMPSCI 223	Data Structures	_____ / _____
COMPSCI 332	Intro to Artificial Intelligence	_____ / _____
COMPSCI 496	Special Studies	_____ / _____
COMPSCI 498	Independent Studies	_____ / _____
MUSC 346	Sound and Image: An Exploration	_____ / _____
MUSC 452	Electronic Music and Sound Design I	_____ / _____

TEAM-BASED COURSES (6 credits)

**MAGD 487	Adv. MAGD Team Projects I	_____ / _____
**MAGD 488	Adv. MAGD Team Projects II	_____ / _____

TOTAL FOR MAJOR: (42 CREDIT MINIMUM)

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

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NAME _____ ID _____ ENTRY DATE _____

MINOR AREA (Min. 21 credits) _____
(See individual department listings for requirements)

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

TOTAL FOR MINOR: (21 CREDIT MINIMUM)

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