## Sample 4 Year Plan for Prospective Students MEDIA ARTS AND GAME DEVELOPMENT (ARTS \& COMMUNICATION) BA, Communication-Gaming

The 4 year Plan illustrates the type of curriculum a new freshman could take to complete a degree in 4 years; it is not an official document. Refer to Academic Advising Report for full requirements. Sample Academic Advising Reports are available on-line at http://www.uww.edu/registrar/sample-aars
The BA degree is recommended for students who are NOT interested in programming courses and DO NOT expect/plan to take Computer Science Courses during their career at UWW.

| $1^{\text {ST }}$ Semester | Units | $2{ }^{\text {nd }}$ Semester | Units |
| :---: | :---: | :---: | :---: |
| MAGD 150, Intro to MAGD Or MAGD 210, Visual Design for Digital Media Or MAGD 220, Drawing for Digital Media | 3 | MAGD 150, Intro to MAGD <br> Or MAGD 210, Visual Design for Digital Media <br> Or MAGD 220, Drawing for Digital Media | 3 |
| CORE (CORE 110, 130, or 120/140) | 3 | MAGD150, Intro to MAGD <br> Or MAGD 210, Visual Design for Digital Media <br> Or MAGD 220, Drawing for Digital Media | 3 |
| CORE (CORE 110, 130, or 120/140) | 3 | MATH139, Quantitative Reasoning | 3-5 |
| ENGLISH 101, Freshman English | 3 | ENGLISH 102, Freshman English | 3 |
| General Education Elective | 3 | CORE (CORE 110, 130, or 120/140) | 3 |
| INTRAUNV 104, New Student Seminar | 1 |  |  |
| Semester Total | 16 | Semester Total | 15-17 |
| $3{ }^{\text {rd }}$ Semester | Units | $4^{\text {th }}$ Semester | Units |
| MAGD 270, Web Development Or MAGD 271, Interactive Communication Or MAGD 272, Game Development | 3 | MAGD 270, Web Development <br> Or MAGD 271, Interactive Communication <br> Or MAGD 272, Game Development | 3 |
| MAGD Elective - Comm-Gaming Emphasis | 3 | MAGD Elective - Comm-Gaming Emphasis | 3 |
| GL, GM, GN, GQ M ath Science Univ. Requirement | 3-5 | College Requirement for BA | 2-3 |
| Comm 110, Intro to Human Communication | 3 | General Education Elective | 3 |
| Class for Minor | 3 | Class for Minor | 3 |
| Semester Total | 15-17 | Semester Total | 14-15 |
| $5^{\text {th }}$ Semester | Units | $6^{\text {th }}$ Semester | Units |
| MAGDElective - Comm-Gaming Emphasis | 3 | MAGD Elective - Comm-Gaming Emphasis | 3 |
| Writing requirement (see advisor) or Class for minor | 3 | Major Elective Course - Crossover | 3 |
| GL Lab Science | 4-5 | College Requirement for BA | 2-3 |
| PEGNRL192 Personal Health and Finess for Life | 1 | Class for M inor | 3 |
| GEN ED 390, World of Ideas | 3 | Class for M inor | 3 |
| Semester Total | 14-15 | Semester Total | 14-15 |
| $7^{\text {th }}$ Semester | Units | $8^{\text {th }}$ Semester | Units |
| MAGDElective - Comm-Gaming Emphasis | 3 | MAGD 488, Capstone: Team Projects | 3 |
| MAGD 487, Capstone: Portfolio Development | 3 | Class for M inor | 3 |
| Major Elective Course - Crossover | 3 | Class for Minor or Elective to reach 120 credits | 3 |
| Class for Minor | 3 | College Requirement for BA | 3 |
| Class for Minor | 3 | Elective to reach 120 credits, as needed | 3 |
| Semester Total | 15 | Semester Total | 15 |

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[^0]:    MAGD Academic Program Page: http://www.uww.edu/magd

