

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

**BACHELOR OF SCIENCE — MAJOR IN MEDIA ARTS AND GAME DEVELOPMENT– TECHNOLOGY 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 (12-14 cr.)**  
 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) \_\_\_\_\_/\_\_\_\_\_  
 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 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) 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 \_\_\_\_\_/\_\_\_\_\_  
 \_\_\_\_\_/\_\_\_\_\_  
 \_\_\_\_\_/\_\_\_\_\_  
 \_\_\_\_\_/\_\_\_\_\_

- 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 274, 332, 370, or 372, PHILOSOPHY 271, or approved substitute (COMM 351 or 440).  
 \_\_\_\_\_/\_\_\_\_\_

**\*\*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 \_\_\_\_\_/\_\_\_\_\_

- TECHNOLOGY EMPHASIS – TIER 1 (9 credits)**  
 Select **three** of the following:  
 COMPSCI 174 Introduction to C++ \_\_\_\_\_/\_\_\_\_\_  
 COMPSCI 222 Intermediate C++ \_\_\_\_\_/\_\_\_\_\_  
 COMPSCI 223 Advanced C++ \_\_\_\_\_/\_\_\_\_\_

- TECHNOLOGY EMPHASIS – TIER 2 (6 credits)**  
 Select **two** of the following:  
 \*\*COMPSCI 332 Artificial Intelligence \_\_\_\_\_/\_\_\_\_\_  
 \*\*COMPSCI 492 Internship \_\_\_\_\_/\_\_\_\_\_  
 \*\*COMPSCI 498 Independent Study \_\_\_\_\_/\_\_\_\_\_

- CROSSOVER ELECTIVES (6 credits)**  
 Select **two** 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 380 3D Modeling-Animation \_\_\_\_\_/\_\_\_\_\_  
 \*\*ARTSTDIO 388 Motion Graphic Anim Studio I \_\_\_\_\_/\_\_\_\_\_  
 400-level courses in the above may also be used  
 ARTSTDIO \_\_\_\_\_/\_\_\_\_\_  
 COMM 238 Fund. Of Audio Production \_\_\_\_\_/\_\_\_\_\_  
 \*\*COMM 239 Fund. Of Video Production \_\_\_\_\_/\_\_\_\_\_  
 COMM 294 Web Video and Game Practicum \_\_\_\_\_/\_\_\_\_\_  
 COMM 346 Sound and Image \_\_\_\_\_/\_\_\_\_\_  
 COMM 351 Game Development \_\_\_\_\_/\_\_\_\_\_  
 COMM 285 Social Media Optimization \_\_\_\_\_/\_\_\_\_\_  
 MUSC 452 Electronic Music and Sound Design \_\_\_\_\_/\_\_\_\_\_  
 Students may use advanced Audio or Video \_\_\_\_\_/\_\_\_\_\_  
 (COMM 259/339, 258/338) with permission.  
 MAGD 272 Game Dev. - used with permission. \_\_\_\_\_/\_\_\_\_\_

- 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)**

- 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.**