

Video Game Studies Certificate





START
HERE



Milestone Courses


Should be taken in the order shown. This will help you stay on track and graduate on time.

Semester 1

Course Number	Course Name	Credits	Milestone	Completed
College Writing I	Pick one: ENGL 1200‡ or 1201	4-5	 Yes	<input type="checkbox"/>
COMM 1610	Introduction to Mass Communication	3	 Yes	<input type="checkbox"/>
COMM 1550	Video Game Entertainment	3	 Yes	<input type="checkbox"/>
ART 1401	Drawing 1	3	 Yes	<input type="checkbox"/>

Total Credits: 13

Semester 2

Course Number	Course Name	Credits	Milestone	Completed
COMM 1210	Small Group Communication	3	 Yes	<input type="checkbox"/>
COMM/ART 2900	Communications Capstone/Studio Arts Capstone Practicum	1	 Yes	<input type="checkbox"/>
CSCI 1035	Introduction to Computer Programming with Games	4	 Yes	<input type="checkbox"/>
ENGL 2020	Writing Stories	3	 Yes	<input type="checkbox"/>
MUSC 1370	Video Game Music	3	 Yes	<input type="checkbox"/>

Total Credits: 14


Program Credit Total: 27

FINISHED

Helpful Hints

‡ENGL 1200 corequisite ENGL 1001-
College Writing I Workshop

CSCI 1035 has a prerequisite of MATH
0920 or placement into MATH 1150.

 **Disclaimer:** This roadmap represents one possible pathway through the program, so please make an appointment with your Academic Advisor to create an education plan that is customized to meet your needs. This information is subject to change.

✧ Leaf/Dagger (†) means the class is only offered Fall semester. ✨ Flower/Asterisk (*) means the class is only offered Spring Semester.
Double Dagger (§) means the course has a corequisite that must be taken at the same time.

Effective 11/6/24 EF