



Course Sequence Guide

Bachelor of Science in Digital Communication & Media with a major in "Game Media"

Course Sequence Guide Full-Time Enrollment (60 college credits annually)				
SEMESTER	Course ID	Course Title	Credits	Pre/Co-Requisites
1	DIG 3001	Introduction to Digital Media	3	
	DIG 3306	Intro to 3D Content Creation	3	
	DIG 3715	Game Media Lab 1	3	
	ENC 1102	Writing and Rhetoric II	3	Pre-Req: ENC 1101
	MMC 3003	Journalism and Media Orientation	0	
2	DIG 3727	Game Workshop 1	3	
	DIG 4770	Game Media Lab 2	3	Pre-Req: DIG 3715
	DIG 4800	Digital Theories	3	Pre-Req: DIG 3001
	MMC 3123 / DIG 3153	Writing for Media / Writing for Film	3	
3	DIG 4961	Game Workshop 2	3	Pre-Req: DIG 3727
	IDS 3309	How We Know What We Know	3	
	MMC 4200	Mass Communication Law and Ethics	3	
	MMC 3303	Global Media and Society	3	
4	DIG 4950	Game Project	3	Pre-Req: DIG 4770, DIG 4961
	DIG 4552	Advanced Multimedia Production	3	Pre-Req: DIG 3001, DIG 4800, DIG 4770, DIG 4961. Co-Req: DIG 4950
	DIG/JOU/MMC/RTV	General Elective	3	
Total Credits			45	

****Note****

This is not including the 15 credits you need to take to fulfill the UCC requirement. Please see the Program Sheet for more information.