PANTHER ID #:_

GL = GLOBAL LEARNING COURSE



Bachelor of Science in Digital Communication and Media

Undergrad Entry Reqs*= 2.85 cumulative GPA (including all transfer and FIU), MMC 3003

NAME:

MAJOR: GAME MEDIA

CORE REQUIREMENTS (12-15 credits) Credit Semester Completed MMC 3003 JOURNALISM AND MEDIA ORIENTATION MMC 3123 WRITING FOR MEDIA (Prereq: ENC 1101, ENC 1102, [JOU 2100 or DIG 3001 or RTV 3007] or admission to Visual Production certificate). Corequisites: 500 2100 or DIG 301 or RTV 3007) OR DIG 3153 WRITING FOR FILM (Prereq: ENC 1101, ENC 1102, [JOU 2100 or DIG 3001 or RTV 3007] or admission to Visual Production certificate). Corequisites: 500 2100 or DIG 301 or RTV 3007) OR WRITING FOR FILM (Prereq: ENC 1101, ENC 1102, [JOU 2100 or DIG 3001 or RTV 3007] or admission to Visual Production with the certification of DIG 3103 and STATE (Semester Core and State Core and Sta	elow.
MMC 3123 WRITING FOR MEDIA (Prereq: ENC 1101, ENC 1102, I/OU 2100 or DIG 3001 or RTV 3007) or admission to Visual Production certificate). Corequisites: JOU 2100 or DIG 3001 or RTV 3007) R MRC 3303 GLOBAL MEDIA AND SOCIETY – GL (Prometry MMC 3602) MMC 4200 MASS COMMUNICATION LAW AND ETHICS VIC 3400 VISUAL DESIGN FOR GLOBALIZED MEDIA – GL (formetry VIC 3002) IDS 3309 HOW WE KNOW WHAT WE KNOW (GRW/GL) (Prereq: ENC 1101 & ENC 1102) MAJOR SPECIFIC REQUIREMENTS (27 credits) Credit Semester Completed DIG 3001 INTRODUCTION TO DIGITAL MEDIA DIG 4800 DIGITAL THEORIES (Prereq: DIG 3001) DIG 3315 GAME MEDIA LAB 2 (Prereq: DIG 3001) DIG 3715 GAME MEDIA LAB 2 (Prereq: DIG 3715 Game Media Lab 1) DIG 4770 GAME MEDIA LAB 2 (Prereq: DIG 3727 Game Workshop 1) DIG 4961 GAME WORKSHOP 2 (Prereq: DIG 3727 Game Workshop 1) DIG 4950 GAME PROJECT (Prereq: DIG 4770 Game Media Lab 2, DIG 4961 Game Workshop 2; Careq: DIG 4790 Game Media Lab 2, DIG 4961 Game Workshop 2; Careq: DIG 4790 Game Media Lab 2, DIG 4961 Game Workshop 2; Careq: DIG 4770 Game Media Lab 2, DIG 4961 Game Workshop 2; Careq: DIG 4790 Game Media Lab 2, DIG 4961 Game Workshop 2; Careq: DIG 4790 Game Media Lab 2, DIG 4961 Game Workshop 2; Careq: DIG 4790 Game Media Lab 2, DIG 4961 Game Workshop 2; Careq: DIG 4790 Game Media Lab 2, DIG 4961 Game Workshop 2; Careq: DIG 4960 Game Project; 2.85 cumulative GPA) LEE CAPLIN SCHOOL OF JOURNALISM & MEDIA MAJOR ELECTIVES (3-6 credits) Please select courses from the Lee Caplin School of Journalism & Media. The courses from your major specific requirements cannot be us section. Course prefixes can be: DIG, JOU, MMC, RTV. Please check course catalog for possible prerequisite requirements	Grade
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Prefix No. Credit Semester Compl	d for this
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3	
UCC REQUIREMENTS (15 credits)	
Please check page 2 for suggested areas and courses. Students may design their own Area of Concentration with advisor's permission. You cannot use SCJ core and track courses for the Area of Concentration.	eted Grade
SUBJECT/AREA:	<u>'</u>
ENC 1102 WRITING AND RHETORIC 2 3	
MATH One course from Group 2 3	
SOCIAL SCIENCE One course from Group 2 3	
NATURAL SCIENCE One course from Group 2 3	
ARTS One course from Arts 3	