

# Design, Writing, and Culture Concentration

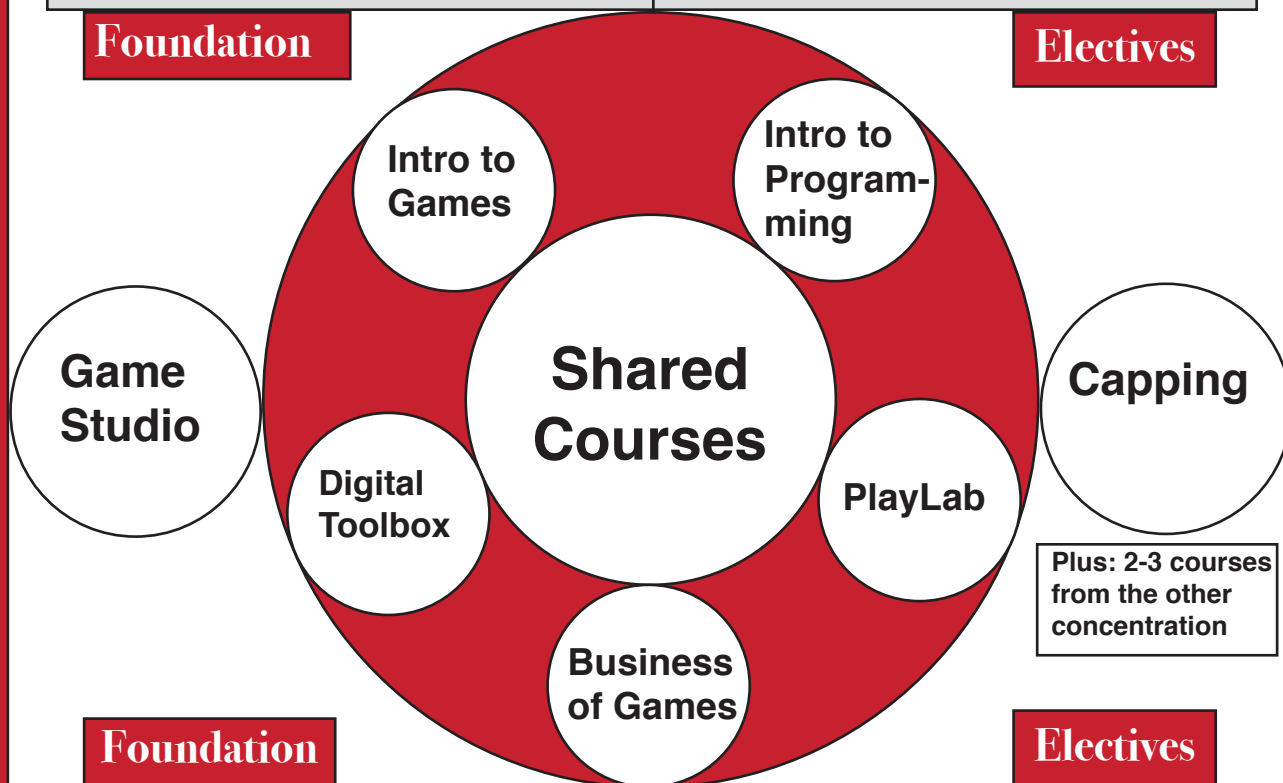
Game Design I  
Ethics and Gaming  
Interactive Media I  
Writing for the Media

Pick any six of the following:  
3D Modeling  
3D Animation  
Introduction to Design  
Interactive Media II  
Online Culture  
Storytelling Across Media  
Media Theory  
Topics in Interactive

Media  
History of Electronic Media  
Human-Computer Interaction  
Game Design II  
Audio Production  
Video Production  
Editing  
Introduction to Media Studies

**Foundation**

**Electives**



**Foundation**

**Electives**

Software Development I  
Software Development II  
Software System & Analysis  
Game Programming I  
Discrete Math  
General Physics

Pick any two of the following:  
Data Communication  
Data Management

Pick any three of the following:  
Game Programming II  
Algorithms  
Computer Graphics  
Artificial Intelligence  
Human-Computer Interaction

# Technical Programming & Development Concentration

GAMES AND EMERGING MEDIA PROGRAM

OVERVIEW OF THE MAJOR (Bachelor of Science)