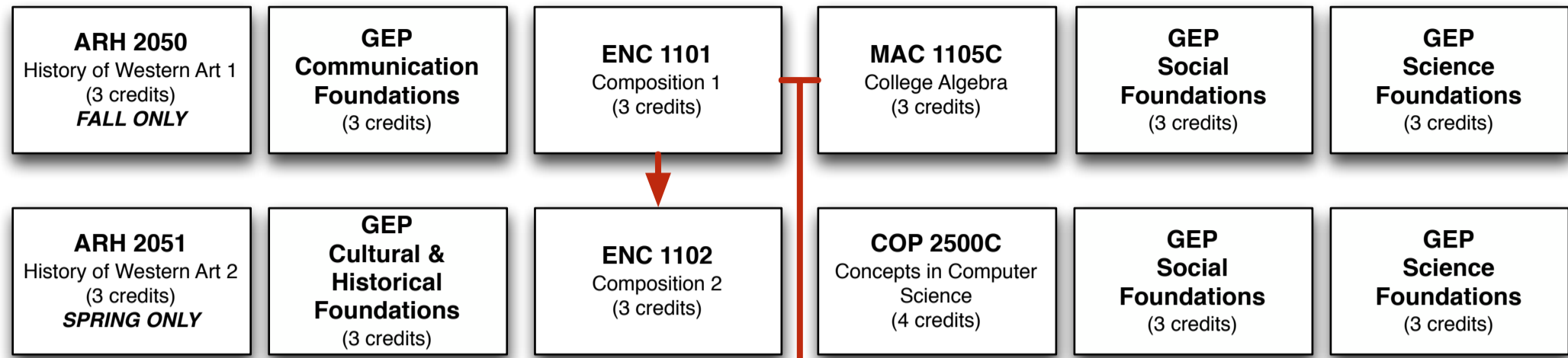


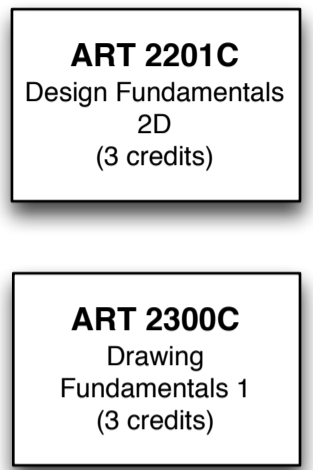
LEGEND:

- ART2201c, ART2300c required
- DIG2030c, DIG2109c, DIG2500c, and "B" or better in DIG2000 required
- "B" or better in DIG2000 required
- "B" or better in DIG4713 required
- Red arrows link prerequisite courses
- CR = Co-requisite
- PR = Prerequisite

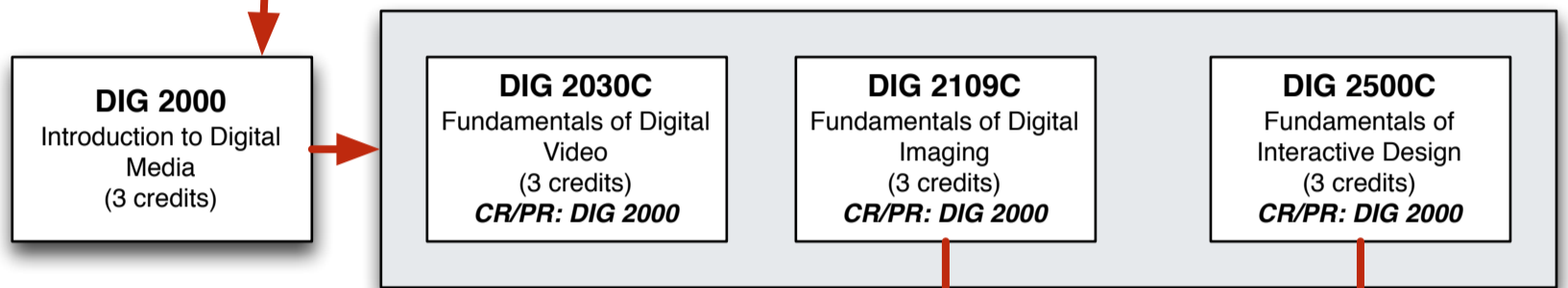
GEP



CPP



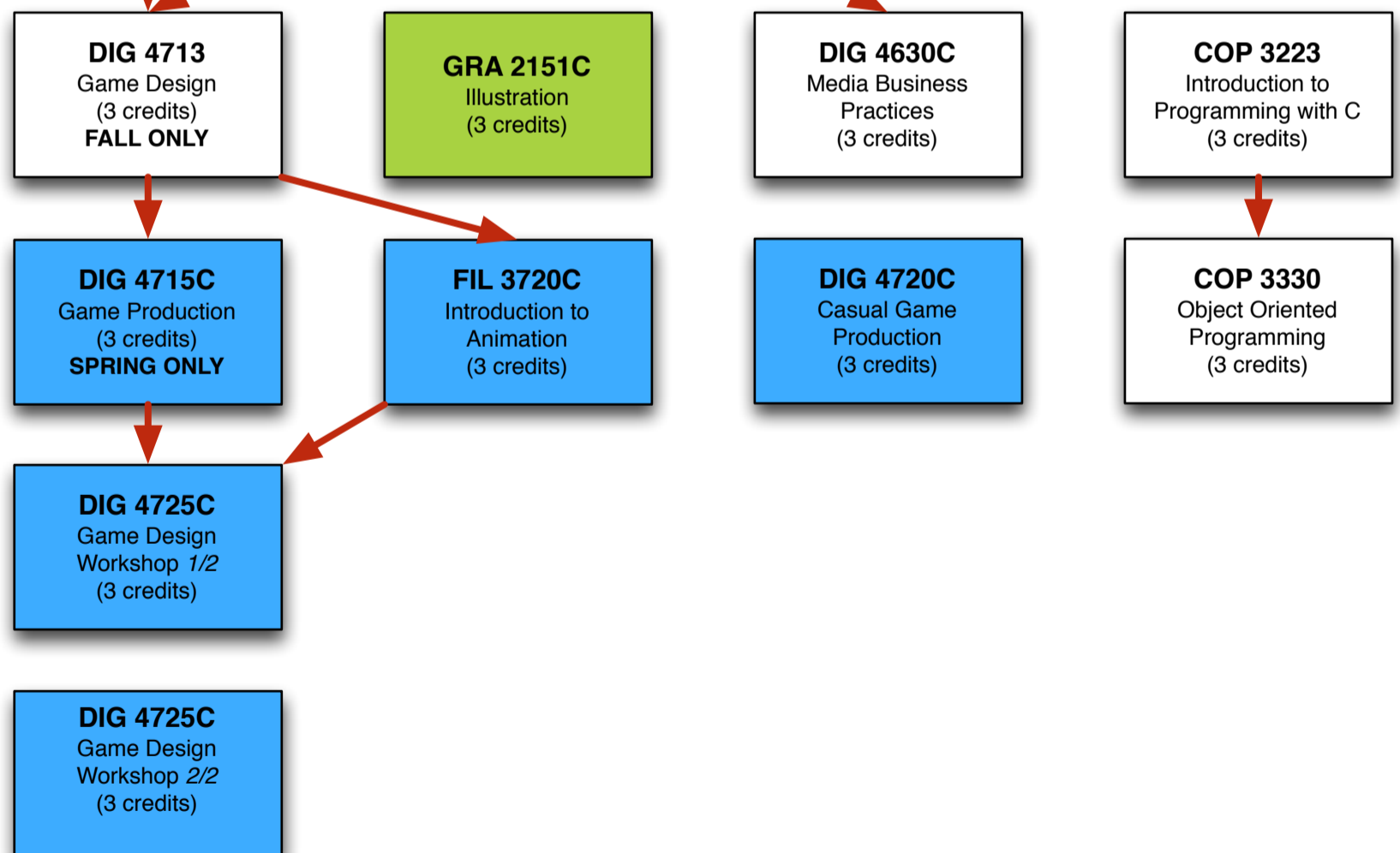
Core: Basic



Core: Advanced



Game Design Track Courses



Electives

SVAD Restricted Elective 1/4 <i>UPPER LEVEL</i> (3 credits)	SVAD Restricted Elective 2/4 <i>UPPER LEVEL</i> (3 credits)	The number of unrestricted electives required in your degree plan varies and depends on how many classes you have taken which do not fall into the above requirements. A student that arrives with no prior credit and that follows the exact plan listed on this page will need to enroll in four additional 3-credit courses at any level (2000, 3000, 4000) in order to meet the University requirement of 120 credit hours.
SVAD Restricted Elective 3/4 <i>UPPER LEVEL</i> (3 credits)	SVAD Restricted Elective 4/4 <i>UPPER LEVEL</i> (3 credits)	

Foreign Language

Proficiency equivalent to **one year of college instruction** in a single foreign language taught by the Department of Modern Languages and Literatures or Judaic Studies.

Standardized examinations for foreign languages may be used to meet the requirement.