

COMPUTER GAMING AND SIMULATION A.A.: 606E

GAME PRODUCTION AND DESIGN TRACK

Total Credits: 60

Catalog Edition 14-15 **(DELETED SUMMER 2015)**

Name: Date: ID #:

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
EN 101/ENGL 101 (if needed for ENGL102/103 or program elective if not)			
English Foundation (EN 102/ENGL 102 or EN 109/ENGL 103)		3	
Math Foundation (MA 110/MATH 110 or higher)			
Speech Foundation (SP 108/COMM 108 or SP 112/COMM 112)		3	
Health Foundation HLHF (Choose HLTH 100 - HLTH 230)			

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
Arts Distribution (ARTD)	GD 120/ GDES 120	4	
Humanities Distribution (HUMD) ‡			
Arts or Humanities Distribution (ARTD or HUMD) *			
Behavioral & Social Sciences Distribution (BSSD) †		3	
Behavioral & Social Sciences Distribution (BSSD) †		3	
Natural Sciences Distribution with Lab (NSLD)		4	
Natural Sciences Distribution without Lab (NSND) or Natural Sciences Distribution with Lab (NSLD)			

PROGRAM COURSES	Course	Hours	Grade
	CA 125/ CMAPI 125††	4	
	CA 190/ CMAPI 190	4	
	CA 225/ CMAPI 225	4	
	CA 272/ CMAPI 272	4	
	CA 195/ CMAPI 290	4	
ELECTIVE**		4	

Has student completed the Global Perspectives requirement? ☐ Yes ☐ No

Overall GPA of 2.0 is required to graduate

Total Credits:

Global Perspectives Course:

[Computer Gaming & Simulation Website](#)

* ARTT 101 or ARTT 103 is recommended.

Last Modified: March 2015

† The two behavioral and social sciences courses **MUST** be in different disciplines

Advising Worksheet Contact: [Anthony Solano](#)

‡ One history or one philosophy is recommended for transfer to UB.

†† Students who have taken CMAPI 125 may waive GDES 140 (formerly CG 210) as a prerequisite for GDES 240 (formerly CG 222)

** GDES 240 suggested

See an [advisor](#) to submit an [Application for Graduation](#) the semester **BEFORE** you intend to graduate.

This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.