

Plymouth State University **ACADEMIC MINOR REQUIREMENTS**
DIGITAL MEDIA AND GAME DESIGN MINOR 2009-2010

Student: _____
 Student ID: _____
 Enrollment Date: _____
 Student Major/Option: _____

Department: **Communication & Media Studies**
 Total semester hours required: 15-16
 Total semester hours transferred: _____
 Catalog Used for Major/Option: _____

Plymouth Requirements	Credits	Gen Ed	Transfer Course (Title)	Credits	To Be Taken
CM 2770 Intro to Media and Cultural Studies	3				
CM 3870 Intro to Game Design and Development	3				Falls
Complete three of the following:	9-10	Note: At least one course must be at the 3000/4000 level.			
CMDI 1100 Creating Games		CTDI			
CMDI 1200 Web Expressions		CTDI			
CMDI 2100 The Digital Imagination		CTDI			
CMDI 2200 The Science of Animation Programming		SIDI			
CM 3500 Media Effects					
CM 4870 Advanced Game Design and Development					

Note 1: Students with a minor must complete six credits of upper-level courses outside the major discipline.

Note 2: For a second or subsequent minor, at least nine credits must be different from the major or the first minor.