

Plymouth State University **ACADEMIC MINOR REQUIREMENTS**  
**DIGITAL MEDIA AND GAME DESIGN MINOR 2013-2014**

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 <b>three</b> of the following:	9-10	Note: At least <b>one</b> course must be at the 3000/4000 level.			
CMDI 1100 Creating Games		CTDI			Springs
CMDI 1200 Web Expressions		CTDI			
CMDI 2100 The Digital Imagination		CTDI			
CMDI 2200 The Science of Animation Programming		SIDI			
CM 3500 Media Effects					
CM 3750 Film and Video Production Techniques					Falls
CM 3760 Advanced Digital Video Production					Odd Springs
CM 3770 Advanced Video Art Production					Even Springs
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.*