

GAME DEVELOPMENT - ASSOCIATE OF APPLIED SCIENCE

Electives Based on Focus Area (9 credits) - Advisor approved electives (ARCH, ARTS/ARTH, BMGT, C S, DRFT, ENGL, FDMA, MATH, MUSC, OECS, THEA)	9
Credits	15
Total Credits	60

(60 credits)

A Suggested Plan of Study

The contents of this roadmap may vary depending on initial student placement in mathematics and English. This is only a suggested plan of study for students, and is not intended as a contract. Individual student academic plans may vary. Please contact your academic advisor to create a plan that works for you. Course availability may vary from fall to spring semester and may be subject to modification or change.

NOTE: Students must earn a final grade of C- or better in all required General Education and Technical Requirements and achieve a cumulative grade-point average of at least 2.0. A grade of C- or better is required in ENGL 1110G Composition I and designated Mathematics courses.

Students must complete all University degree requirements, which include: General Education requirements and elective credits to total at least 60 credits. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

Semester 1		Credits
Area I: Communications - English Composition Level 1		4
ENGL 1110G	Composition I	
ARTS 1610	Drawing I	3
FDMA 1515	Introduction to Digital Image Editing - Photoshop	3
FDMA 1531	Evolution of Electronic Games	3
FDMA 1996	Selected Topics	1
Credits		14
Semester 2		
Area II: Mathematics		3
Any New Mexico General Education Requirements Area II Course with a "G" (3 credits)		
FDMA 1630	Principles of Design	3
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2570	Creative Media Studio	3
FDMA 2785	Level Design Concepts	3
Credits		15
Semester 3		
Area III: Laboratory Sciences - Choose one course from NM General Education Area III in the NMSU/DACC Catalog.		4
General Education Elective - Area I: Communications - Oral Communications		3
COMM 1115G or COMM 1130G	Introduction to Communication or Public Speaking	
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Credits		16
Semester 4		
Area IV: Social/Behavioral Sciences OR Area V: Humanities course. A complete list can be found in the current NMSU/DACC Catalog		3
FDMA 2994	Portfolio Design & Development	3