

Entertainment Computing Minor

Requirements for an Entertainment Computing minor:

Code	Title	Semester Hours
Computer Science requirements:		18
CS 121	COMPUTER SCIENCE I	
CS 143	INTRO TECH MULTIMEDIA & GAMING	
CS 221	COMP SCI II: DATA STRUCTURES	
CS 330	ARTFCL INTEL & GAME DEV	
or CS 347	INTRO VIDEO GAME DESGN & PROGM	
CS 445	INTRO COMPUTER GRAPHICS	
CS 443	INTRO TO MULTIMEDIA SYSTEMS	
or CS 445	INTRO COMPUTER GRAPHICS	
or CS 447	GAME ENGINES & LEVEL DEVELPMNT	
Dramatic Media Elements courses, choose one:		3
ARS 230	GRAPHIC DESIGN: INTRODUCTION	
ARS 250	PHOTOGRAPHY: INTRODUCTION	
ARS 321	ANIMATION: ORGANIC MODELING	
ARS 322	ANIMATION: 3D ANIMATION	
ARS 324	ANIMATION: TECHNICAL ARTS	
ARS 350	PHOTO: DIGITAL I	
ARS 355	PHOTO: DOCUMENTARY I	
ARS 334	GRAPH DES: WEB USER EXPER I	
ARS 393	MULTIMEDIA I	
MU 106	INTRO TO MUSIC TECHNOLOGY	
MU 306	MUSIC TECHNOLOGY IV	
TH 225	ELEMENTS OF THEATRE PRODUCTION	
CM 340	SPEC TOPICS IN COMM ARTS	
EH 410	FICTION WRITING	
Math requirement, choose one:		3
MA 244	INTRO TO LINEAR ALGEBRA	
or CS 217	ANALYTIC TECH GAMING	
Total Semester Hours		24

Additional courses: MA 120 or (MA 171 + 172) may be needed as prerequisites to the required math courses.