

H# _____

DATE: _____

CATALOG YEAR: **2023/2024****Candidates for a single major undergraduate baccalaureate degree must complete a total of at least 125 credit hours along with the following requirements:**

- No fewer than 30 semester hours of upper / advanced level (3000 or 4000) courses.
- No more than 6 credit hours in Kinesiology activity courses or other student activity hours will count towards the 125 credit hour requirement.
- Complete the Lq0 0 612 62 6.48 Tf382.87 680.2srdete thly coursa08T/ hrsa08T1 D.484 (ty cou) a vrsaCuc W*iy113 (0 610A1(rsaCuc W*iy113 (0 610382.87 68)oTf03 areW* nBT/TT2 6.96 T09 (.991

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DIGI 3350	Principles of Cinema & Animation		3
DIGI 3460	Introduction to Video Game Design		4
DIGI 4192	Sophomore Portfolio		1
	9 hours of Art & Design/Media Studies courses chosen from:		9
	DIGI 3351 Animation Production I	DIGI 3125 Art & Design Topics (1 hr.)	
	DIGI 3352 Animation Production II	DIGI 3225 Art & Design Topics (2 hrs.)	
		DIGI 3325 Art & Design Topics (3 hrs.)	
DIGI 3361	Principles of Game Theory		3
DIGI 3362	Gameplay Implementation		3
	6 hours of Advanced Animation courses chosen from:		6
	DIGI 4361 Advanced Game Development I	DIGI 4160 Advanced Practicum (1 hr.)	
	DIGI 4362 Advanced Game Development II	DIGI 4260 Advanced Practicum (2 hrs.)	
		DIGI 4360 Advanced Practicum (3 hrs.)	
DIGI 4194	Junior Portfolio		1
	3 hours of Internship: DIGI 4195, DIGI 4295, DIGI 4395 Internship		3
DIGI 4199	Senior Portfolio		1
		Total Hours Major	58
	NARRATIVE ARTS ENRICHMENT REQUIREMENTS:	Elective Hours	24
	Required		
	<i>6 hours of Fine Arts Electives: Any NARR, CINE, DIGI, WRIT, ART, or MUSI courses</i>		
	Narrative Arts students must take six (6) hours of Fine Arts courses in addition to the major requirements. This requirement may be fulfilled with electives or courses taken as part of another Fine Arts degree program or minor.		