GREENSBORO
COLLEGE

Major: Games and Interactive Media, Digital Media and Design Concentration

Required Courses:

Course number	Course title	Credit hours
Choose at least two from these Art and Design courses: ART 1110 ART 1310 ART 2202 ART 2301 ART 2602 Note: A course cannot count as an elective if taken to fulfill another requirement in the major.	 Introductory Drawing, 2-D Design and Composition 3-D Foundations Figure Drawing I: Gesture, Expression and Anatomy Intermediate Illustration and Design Lab Graphic Design	8
ECM 2210	Game Studies and Esports	4
Choose two from these Gaming courses: ECM 2220 ECM 2230 ECM 2240 ECM 2250 ECM 2260 ECM 2270 ECM 2280	 Games and Society Controversies in Gaming Game Design Fundamentals Game Storytelling and Narrative AR and VR: Creating Immersive Experiences Games/Media Game Studio (1-4 hour course; may be repeated to total 4 hours)	8
Choose one from these Interactive Media courses: ART 1310 ART 2602 ECM 2400 ECM 2600 ECM 2810 ECM 2820 ECM 2830 ECM 2840	 3-D Foundations Graphic Design Media Writing and Ethics Media and Culture New Media Studies Web Authoring and Usability Social Media and Reputation Management Sports and Media	4
Choose at least one from these Professional and Career Exploration courses: CLD 3100 ECM 2410 ECM 2740 ECM 3800 ____ 3800	 Experiencing Career and Life Directions (2 credits) Student Publications Practicum (1-2 hour course; may be repeated to total 2 hours) Communications Practicum (1-2 hour course; may be repeated to total 2 hours) Internship (1-4 hour course) Internship (relevant to the major in another academic department; 1-2 hour course)	4
ECM 4300	Grammar and Linguistics	4
Choose one from these Media Production courses: ECM 2700 ECM 2720 ECM 4700	 Media Production Podcasting Digital Videography	4
ECM 4910	Capstone Project	4
KIN 3330	Psychological Aspects of Exercise and Sport	4

Choose one elective from these courses:		4
ART 2610	Digital Photography	
ECM 2170	Topics in Film	
ECM 2360	Visual Communication	
ECM 2700	Media Production	
ECM 2720	Podcasting	
ECM 2740	Communication Practicum (1-2 hour course; may be repeated to total 4 hours)	
ECM 2820	Web Authoring and Usability	
ECM 3050	World Cinema	
ECM 3440	The Graphic Novel	
ECM 4700	Digital Videography	
MAT 1080	Introduction to the Mathematics of Computer Graphics	
Note: A course cannot count as an elective if taken to fulfill another requirement in the major.		
Choose one from these Conversation and Communication courses:		4
ECM 2310	Improving Conversation and Communication	
ECM 2350	Verse and Voice: Discovering the Poet in You	
ECM 2720	Podcasting	
THE 2010	Public Speaking	
THE 2050	Introduction to Acting	

Total minimal hours = 52 for B.A. degree