



Major: Games and Interactive Media, Play and Performance Concentration

Required Courses:

Course number	Course title	Credit hours
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