

La Roche College
 Games Studies Minor PROGRAM GUIDE

 Student Name _____
 I.D. Number _____

 ___ First Year Student
 ___ Change of Major

 ___ Transfer
 ___ Readmit

Unofficial Eval Completed by/date: _____

This is the **unofficial evaluation** of your credits to date including transfer credits (if applicable) in your chosen major. **This evaluation is official when all official transcripts for all previous college work are received and reviewed for transferability by the Registrar's Office AND the Registrar's signature is included on page 3.**

PURPOSE: A minor in Games Studies is meant to prepare students for a wide variety of career paths within the field: including, writing, producing, managing, promoting and creating new games and developing gamification capabilities for training, business and education. It is not a programming or design program, but could be a good addition to a student's preparation in a wide range of fields.

REQUIREMENTS: To successfully complete the Games Studies Minor, the following coursework is required:

- 12 credits as listed under "Minor Component/Requirements"
- 3 credits as listed under Narrative Component
- 3 credits as listed under Additional Perspectives

	Credits	Transfer Course #/Comments
<u>MINOR COMPONENT/REQUIREMENTS: 12 CREDITS</u>		
___ CMET1001 Human Communication	3	_____
___ CMET 3002 New Media and Digital Communication Technology	3	_____
___ CMET3007 Introduction to Games Studies	3	_____
___ CMET4005 Games, Culture and Society	3	_____
<u>NARRATIVE COMPONENT 3 CREDITS</u>		
___ ENGL2040 Creative Writing	3	_____
___ ENGL2012 World Literature	3	_____
___ ENGL3014 World Mythology	3	_____
<u>ADDITIONAL PERSPECTIVES: 3 CREDITS</u>		
___ PSYC1021 Intro to Psychology	3	_____
___ SOCL1034 Race and Ethnicity	3	_____
___ COMM4038 The Creative Process	3	_____