

## MDD- Web Game Programming Track - Bachelor

This is a recommended course rollout for the program of study indicated. Take courses in the order shown. It is the student's responsibility to verify course selections using Degree Navigator to ensure all graduation requirements are met. If this rollout does not represent what you have taken in the past, seek advisement from your Associate Dean.

### Bachelors Degree Plan of Study

Completed	1 <sup>st</sup> Semester	Credit	Title	Prerequisite
	<b>BUSN 115</b>	3	Introduction to Business & Technology	
	<b>COMP 100</b>	2	Computer Applications for Business w/Lab	
	<b>ENGL 108</b>	3	English Composition	
	<b>WGD 201</b>	3	Visual Design Fundamentals	Co-Requisite COMP 100
	<b>COLL 148 (Institute Credit)</b>	3	Critical Thinking & Problem Solving	
		<b>14</b>		
	<b>2<sup>nd</sup> Semester</b>			
	<b>WGD205</b>	4	Advanced Design & Rapid Visualization	WGD 201
	<b>WGD210</b>	4	Digital Imaging Fundamentals	WGD 201
	<b>MATH 114</b>	4	Algebra for the College Student	Test placement or completion of MATH
	<b>ENGL 135</b>	4	Advanced Composition	ENGL108
		<b>16</b>		
	<b>3<sup>rd</sup> Semester</b>			
	<b>MATH 221</b>	4	Statistics for Decision Making	MATH114
	<b>WGD 222</b>	4	Web Design	WGD 205
	<b>WGD 229</b>	4	Information Design	WGD 205
	<b>SPCH 275</b>	3	Public Speaking	ENGL108
		<b>15</b>		
	<b>4<sup>th</sup> Semester</b>			
	<b>WGD 235</b>	4	Web Animation	WGD 222
	<b>WGD 250</b>	4	Instructional Design for Multimedia	WGD 229 and co-requisite WGD 235
	<b>Humanities Elective 1</b>	3	100/200 level History or Philosophy Course or 100/200 Level Literature or Arts Course	ENGL135
	<b>Social Science Elective 1</b>	3	Choose PSYC110, SOCS185, or SOCS190	
	<b>Natural Science Elective</b>	3	Choose any Natural Science Elective [BIOS, PHYS, SCI]	MATH114
		<b>17</b>		
	<b>5<sup>th</sup> Semester</b>			
	<b>WGD 242</b>	4	Advanced Web Design	WGD 229 and WGD 235
	<b>WGD 260</b>	3	Media Portfolio	Corequisite WGD 250
	<b>MDD 310</b>	4	Multimedia Standards	WGD 235
	<b>Social Science Elective 2</b>	3	PSYC 305, PSYC 315, SOCS 315, or SOCS 410	
	<b>Humanities Elective 2</b>	3	literature/art at the 200 level , you must select history or philosophy at the 300/400 level.	
		<b>17</b>		

**Bachelor Degree Plan of Study (Continued)**

Completed	6 <sup>th</sup> Semester	Credit	Title	Prerequisite
	<b>WBG 310</b>	4	Interactive Web Page Scripting with Lab	MDD 310
	<b>WBG-340</b>	4	Programming Multimedia for the Web w/Lab	CIS 281 or MDD 310
	<b>Communication Skills Elective 2</b>	4	Applied Writing - Choose ENGL216 or ENGL227	ENGL108
	<b>General Education Elective I</b>	3	Choose any 300 or 400 Humanities or Social Science Course not previously taken	
		<b>15</b>		
<b>7<sup>th</sup> Semester</b>				
	<b>MDD 410</b>	4	Emerging Media Technologies	WGD 235
	<b>Social Science Elective 3</b>	3	ECON 312, LAWS 310, or POLI 330	
	<b>WBG-370</b>	4	Game Development w/Lab	CIS 281 or MDD 310
	<b>MDD 340</b>	4	Business of Graphics	WGD 235
	<b>CARD405</b>	2	Career Development Strategies	<b>Senior Standing*</b>
		<b>17</b>		
<b>8<sup>th</sup> Semester</b>				
	<b>HUMN 432</b>	3	Technology, Society, & Culture	<b>Senior Standing*</b>
	<b>WBG-410</b>	4	Dynamic Web Site Development and Database Integration w/Lab	WBG-340
	<b>WBG-450</b>	4	Multiplayer Online Game Development	WBG-340 and WBG-370
	<b>General Education Elective 2</b>	3	Choose any 300 or 400 Humanities or Social Science Course not previously taken	
	<b>MDD 460</b>	2	Senior Project I	MDD 410 & <b>Senior Standing*</b>
	<b>MDD461</b>	2	Senior Project II	MDD 460
		<b>18</b>		
		<b>129</b>		
		<b>129</b>	<b>Bachelors Degree (Includes 5 Institutional Credits - COLL148 and CARD405; Institutional credits are not applied to graduation credit requirements)</b>	
<b>*Senior Standing = completion of 89 credit hours.</b>				

Revised 11/12/2009