MAJOR: Bachelor of Arts – Communication-Game & Interactive Media [BA.COM.GIC]

NAME ___________________________________________ First Enrollme___________
HPU e-mail: ___________@highpoint.edu Other email address: ___________________________
cell phone # ________________________ Local address _______________________________

GENERAL EDUCATION REQUIREMENTS

UNIVERSITY CORE: = 22 credits

___ EXP1101 = President’s Sem./Health & Wellness
___ ENG1101 and 1102   OR ___ ENG1103
___ MTH1110 or higher [MTH _______ ]
___ Foreign Language: 1 course @ 1020 or higher level:
  SPN/FRE/GER/ITA/JPN/ARA/CHI/POR/RUS
___ Ethics: [circle one] REL2015/3010/3017;
  PHL2008/2010/2043; PHL/REL2016/2019
___ REL 2015/3010/3017
___ First Year Seminar – FYS1000
___ PEC Activity (1 credit: PEC _______ )

➤ AREA I ELECTIVES = 16 credits
___ History: any1000- or 2000-level >
  [except 2901] [HST _______]
___ Religion: (choices: see Bulletin) [REL______]
___ Performing / Visual Arts: (choices: see Bulletin)
  [ART____ or MUS____ or THE______]
___ Literature: ENG2200/2217/2225/2230/2239/2249
  /2284/2710/3281/3530 > ENG _______

➤ AREA II ELECTIVES = 12 credits
___ Lab Science (select one):
   BIO1100/1120/1399/2060/2070; ENV1110;
   CHM1000/1010/1510/1616; NSC 2100/2200;
   PHY1000/1050/1100/1200/1510/2010
___ Social Sciences [2 required from different dept.]
   ECO2010or2030&2050; PSC2310/2710/3317;
   EDU4200;PSY2000;SOC1010/2020/2030/2040/2060
   /2070/3030/3060/3070/4000; ANT1020

>> other requirements to be met for graduation:
A) at least 2 courses at 2000-level and 1 course at 3000-level in any discipline not used to satisfy requirements in your major:

__________________________

B) at least 1 course taken to satisfy a major or General Education requirement must be a GBS course: GBS____

PLUS: 8 credits from: COM2222/2272/2282/3302/3312/3322/3362/4412

PLUS: 8 credits of non-communication courses related to sequence with advisor’s approval:

__________________________

B.A. Communication-Game & Inter. [54 credits]

___ COM1110: Human Communication
___ COM1111: Mediated Communication Sys.
___ Practicum: COM2261/2262/2263/2265/ or 2285
___ COM2252: Theory and Design
___ COM3342: Theory & Criticism
___ COM3352: Game Development
___ COM3390: Comm. Law & Ethics
___ COM4492: Collaborative Game Design

___ 4 credits: internship/ travel study/ research-creative works/ or 3000-level or above elective in sequence

___ 4 credit COM elective course outside of major
___ PLUS: 8 credits from: COM2222/2272/2282/3302/3312/3322/3362/4412

128 TOTAL HOURS REQUIRED FOR GRADUATION

**Requirements listed above based on the 2012-2013 Undergraduate Bulletin
– check Bulletin for additional specific courses and requirements