**Communication Major**

**Game and Interactive Media Design (54 credits)**

**Communication Core (22 credits):**
- COM 1110 – Human Communication
- COM 1111 – Mediated Communication Systems
- Internship (COM 4810-4815), Travel Study, Undergrad Research/Creative Work or COM 3000-level or above elective in major sequence
- COM 2261, 2262, 2263 or 2265 Practicum (2 credits)
- COM elective outside of major sequence (4 credits)
- COM 3390 – Communication Law and Ethics

**Sequence Core (16 credits):**
- COM 2252 – Theory and Design of Games
- COM 3342 – Theory and Criticism of Games
- COM 3352 – Game Development
- COM 4492 – Collaborative Game Design and Development

**8 credits from the following courses:**
- COM 2222 – Games and Society
- COM 2272 – Game Industries and Organizations
- COM 2282 – Players, Gamers and Game Culture
- COM 3302 – Narrative in Interactive Fiction
- COM 3312 – Principles and Practices in Interactivity
- COM 3322 – Character and User Interface (UI) Design
- COM 3362 – Puzzle, Obstacle, and Level Design
- COM 4412 – Digital Game Prototyping
- COM 2881, 3881, 4881 – Special Topics
- COM 4444 – Independent Study

Plus **8 credits** of non-communication courses related to sequence (with the advisor's approval) – Students are exempt from this requirement if they have a minor or second major.

**Total: 54 credits**