

Bachelor of Arts (BA) - Film and Digital Arts Gaming Concentration

Department of Film and Digital Arts - Catalog Year: 2023-2024

Name	:				Pronoun	s:	UN	M ID#				
Declar	red Term: _			I	LoboWeb	Catalog:			Target G	Grad Date:		
Minimum Total Hours: 120 Minimum Overall GPA: 2.00			^r -Divisio 00- and	nimum on (UD) Ho 400-level s of		Diversity Requirement Completed with:		All General Education, Major coureswork, Diversity and Fin Arts Outside Major must be completed with grades of solid or higher (not C-)				
☆ UNN	I reserves the	right to make c	4 hrs change	PHED co es in the c	curricula/deg	at can count towards the ree requirements as neo nents for a letter grade u	essary,	w/changes	s applicable	e to currently enrolled students		
General Education - 25 hrs				Film History & Criticism				Gaming Core - 44 hrs				
Choose from approved courses in your UNM Catalog at registrar.unm.edu			Electives - 9 hrs				Please note: FDMA 302, (310 or 324) and 403 must be completed with grades of solid B or					
SM/YR	SM/YR Course Hrs Gra		Grade	Select from: FDMA 2110, 2195, 308/408, 313/413, 314/414, 326/426, 327/427, 309/409, 201/404, 200/409, 201/404				better in order to enroll in Senior Capstone.				
Communication - 6 hrs			330/430, 331/431, 332/432, 334/434, 335/435, 336/436, 337/437, 339, 400, 485,				Gaming Concentration - 23 hrs					
	ENGL 112	0	3			487, 497, or 49	99		SM/YR		Hrs	Grad
		& Statistics	3	re	SM/YR	Course	Hrs	Grade		CS 105L Introduction to Computer Programming or CS 152L Computer	3	
		d Otatistics					3		F	Programming Fundamentals FDMA 2768	<u> </u>	
Ph	sical & Nat	ural Science	3	hrs			3		r S	Intro Game Development FDMA 302	3	
						(400-level course)	5		s	Digital Game Design FDMA 403		
			3			Fine Arts Out	sido		0	Advanced Game Development FDMA 310 Writing Digital	3	
Social & Behavioral Sciences - 3 hrs			the Major - 18 hrs Selected from at least two of the following					Narrative or FDMA 324 Introduction to Screenwriting	3			
			3		depar	tments: Art (ARTE, ART ship & Business (ALBS)	S, ARTH	H); Arts	F	FDMA 452 Capstone I: Senior Gaming	4	
Humanities - 3 hrs			Music (APMS, MUS, MUSC, MUSE); Theatre & Dance (THEA, DANC); HNRS 2113; and/or up				S	FDMA 453 Capstone II: Senior Gaming	4			
			3		Dunice	to 6 hrs of ARCH, CR			Add	litional Gaming Requiremer	its - 12	2 hrs
	Second La	anguage - 3	hrs		SM/YR	Course	Hrs	Grade		FDMA 1210 Digital Video Production I	3	
			3				3			ARTS 1610 Drawing I	3	
		t Choice - 3 h osen from Arts &		1)			3			ARTS 1510 Introduction to Electronic Arts	3	
			3				3			FDMA 410 Business & Law of Film & New	3	
Ele	ctives in	Any Field ·	- 24	hrs			3		Pr	oduction Electives	- 9 ł	nrs
			3				3			t from: FDMA 1520, 1996, 2280 2530, 2610, 2714, 303, 304, 3		
			3				3		350, 3	375, 390, 391, 401, 402, 404, 4 411, 412, 415, 429, 491, 492,	05, 400	6, 407
			3						100,	ARTS 2523	100, 1	00, 01
			3								3	
			3								3	
			3								3	
			3								_	_
			3									



BA in Film & Digital Arts Gaming Concentration

The road map is an example of how to move through the degree. Students are not expected to follow it exactly as each student adjusts their path to graduation based on course placement, course availability, and personal circumstances. Students should consult with their advisor on what requirements are time-sensitive and what requirements are flexible.

Course Subject and Title	Cr. Hrs.	Min. Grade	Course Subject and Title	Cr. Hrs.	Min. Grade	
Semester One	<u> </u>	Semester Two				
Communication	3	С	Student Choice	3	С	
MATH	3	С	Physical and Natural Science w/Lab	4	С	
Second Language	3	С	Fine Arts Outside the Major	3	С	
FDMA 1210: Digital Video Production I	3	С	CS 105L: Intro to Computer	3	С	
			Programming or CS 152L: Computer			
			Programming Fundamentals			
ARTS 1610: Drawing I	3	С	Elective in Any Field	3	D-	
Total	15		Total	16		
Semester Three ¹			Semester Four			
Communication	3	С	Humanities	3	С	
Social and Behavioral Science	3	С	FDMA 302: Digital Game Design	3	B ¹	
FDMA 2768: Introduction to Game	3	С	Production Elective	3	C1	
Development						
Production Elective	3	C1	ARTS 1510: Intro. to Electronic Arts	3	С	
Film History and Criticism Elective	3	C1	Fine Arts Outside the Major	3	С	
Total	15		Total	15		
Semester Five			Semester Six			
FDMA 310: Writing Digital Narrative OR	3	B ²	FDMA 410: The Business and Law of	3	C1	
FDMA 324: Intro. to Screenwriting			Film & New Media			
Fine Arts Outside the Major	3	С	FDMA 403: Adv. Game Development	3	B ²	
Fine Arts Outside the Major	3	С	Film History and Criticism Elective	3	C1	
Elective in Any Field	3	D-	Fine Arts Outside the Major	3	С	
Elective in Any Field	3	D-	Elective in Any Field	3	D-	
Total	15		Total	15		
Semester Seven ^{2,3}			Semester Eight			
FDMA 452: Capstone I: Senior Projects	4	С	FDMA 453: Capstone II: Senior Projects	4	С	
Production Elective	3	C1	Elective in Any Field	3	D-	
400-Level Film History and Criticism	3	C1	Elective in Any Field	3	D-	
Elective						
Fine Arts Outside the Major	3	С	Elective in Any Field	3	D-	
Elective in Any Field	3	D-				
Total	16		Total	13		

Degree MinimumsTotal Hours: 120Upper Division: 42

Notes:

- 1. See reverse side for full list of course selections
- 2. The Department of Film and Digital Arts requires a minimum grade of B or better in order to advance to Capstone.
- 3. Apply to graduate

Production Electives – 9 hrs

- FDMA 1520 Introduction to Film & Digital Media
- FDMA 1996 Topics
- FDMA 2280 Topics in Video Making
- FDMA 2286 Activating Digital Space
- FDMA 2520 Introduction to Cinematography
- FDMA 2525 Video Production II
- FDMA 2530 Introduction to 3D Modeling
- FDMA 2610 Directing I
- FDMA 2714 Introduction to Animation
- FDMA 303 Moving Image Art
- FDMA 304 Experiments in Cinema
- FDMA 310 Writing Digital Narrative
- FDMA 311 Fundamentals of Music Technology
- FDMA 324 Introduction to Screenwriting
- FDMA 350 Advanced Screenwriting
- FDMA 375 Producing for Film and Digital Media
- FDMA 390 Topics in the Elements of Filmmaking
- FDMA 391 16mm Filmmaking
- FDMA 401 Digital Post Production
- FDMA 402 Documentary Film Production
- FDMA 404 Animation II
- FDMA 405 Advanced Maya Production
- FDMA 406 Virtual Reality Cinema
- FDMA 407 Compositing for Visual Effects
- FDMA 409 Advanced Video Art
- FDMA 411 Advanced Cinematography
- FDMA 412 Fundamentals of Audio Technology
- FDMA 415 Animation III
- FDMA 491 Topics in Film and Digital Media
- FDMA 492 Film and Digital Arts Internship
- FDMA 496 Undergraduate Production Project
- FDMA 499 Honors Thesis
- ARTS 2523 Video Art I

Film History and Criticism Electives – 9 hrs

- FDMA 2110 Introduction to Film Studies
- FDMA 2195 Beyond Hollywood
- FDMA 308/408 Latin American Film
- FDMA 313/413 Avant-Garde Film History
- FDMA 314/414 History of Animation
- FDMA 326/426 History of Film I
- FDMA 327/427 History of Film II
- FDMA 330/430 Studies in Film
- FDMA 331/431 Film Theory
- FDMA 332/432 Documentary Film History and Theory
- FDMA 334/434 Teen Rebels
- FDMA 335/435 International Horror Film
- FDMA 336/436 Images of (Wo)men
- FDMA 337/437 Alfred Hitchcock
- FDMA 339 Russian Culture and History through Film
- FDMA 400 Ethics, Science and Technology
- FDMA 485 Problems in Interdisciplinary Studies
- FDMA 487 Contemporary Interdisciplinary Topics
- FDMA 497 Undergraduate Independent Study
- FDMA 499 Honors Thesis

Additional Information:

- Consult the UNM Catalog (registrar.unm.edu) for your catalog year for list of approved classes for General Education and US Global Diversity, Equity, Inclusion and Power undergraduate requirements. Additional information for individual classes is also available including pre-requisites, co-requisites, course repeatability and other limitations
- Students may choose to complete the US Global Diversity & Inclusion Undergraduate requirement with a course in GenEd, electives, or the major.
- Students may choose to satisfy the 42-hour upper division requirement with courses in the major and electives
- CFA degrees do not require the completion of a minor or second major
- UNM reserves the right to make changes in the curricula and degree requirements as deemed necessary, with changes being applicable to currently enrolled students
- Students must apply to graduate in the semester prior to their anticipated graduation

College of Fine Arts Advisement Center Staff

Academic Advisors advise on student's course selection and progression planning. They connect students to resources for student success, and provide and refer students to information on career and professional development opportunities. Students meet with their Academic Advisor at least once per semester to be cleared for registration for as long as they remain in pre-major status.

Kelsey Tinker Hannum, Academic Advisor	Location: UNM Center for the Arts, Room 1100			
Deanna Sánchez-Mulcahy, Academic Advisor	Telephone: (505) 277-4817			
Ben Jacobi, Academic Advisor	Email: <u>finearts@unm.edu</u>			
Lauryn Gallimore, Academic Advisor	Website: finearts.unm.edu			
Film Q. Disital Auto Descent advisor				

Film & Digital Arts Department Advisor

Department Advisors answer career-related questions that go beyond the knowledge of Academic Advisors. They help students explore and connect with their fields of study and professional development opportunities through faculty-led programming. Students may want to contact their Department Advisor for information about undergraduate research, graduate school, or advice on selecting major electives for specific career aspirations.

Diahndra Grill (office located in CERIA and Mesa Del Sol)dgrill@unm.eduDept. Phone: (505) 277-6262



Declaring a Major in the College of Fine Arts

Pre-Major Status:

New students are eligible for enrollment in the College of Fine Arts as "pre-majors" if they indicate an interest in one of the disciplines in fine arts on their general UNM admission application and meet general admission requirements to the University. Current UNM students may move from another degree program into pre-major status in the College of Fine Arts. This means a student intends to major in a fine arts discipline and is working on meeting the criteria listed below for admission to the College of Fine Arts as a declared major. In general, pre-major status does not prevent a student from taking classes in their major. More information is available in the *UNM Catalog*.

Requirements for Admission into the College of Fine Arts as a Declared Major:

- Completion of 26 hours of earned credit.
- A grade point average of at least 2.50 in all hours attempted at UNM or a grade point of at least 2.50 in the last 30 hours attempted.
- Competency in English writing as demonstrated by completion of ENGL 1110 (or ENGL 1110Y or 1110Z) with a grade of C or better, or placement past this level with approved placement test.
- Competency in Mathematics as demonstrated by completion of MATH 1215Y or General Educationlevel Mathematics with a grade of C or better, or placement into General-Education level Mathematics by approved placement test.
- Completion of 12 credit hours of course work in the major area with at least a 2.50 grade point average. Please note that each degree has a higher major GPA requirement for graduation. See individual degree plan for more details.

Additional Program-Specific Requirements:

Art Studio Students:

- Completion of ARTS 1220: Art Practices I and ARTS 1230: Art Practices II with grades of C or better.
- Students pursuing a BFA in Art Studio must complete a portfolio review process and be accepted to the BFA in Art Studio program.

Dance Students:

- Pre-approved acceptance into program by audition/interview.
- Auditions are held ONCE per year, on the last Friday of January from 10:00 AM 5:00 PM in the North Arena studio in the dance building on the UNM campus. The audition consists of ballet, modern, and flamenco. Participants will also show a one minute work of their own choreography or an excerpt of a piece performed in the past, followed by a short interview with the dance audition committee.
- Dance majors must see Marisol Encinias, faculty advisor for Dance (marisole@unm.edu).

Interdisciplinary Arts Students:

• A completed plan of study approved by the faculty advisor for the BAIA degree.

Music Students:

- BM and BME students: An Approval to Concentrate in appropriate instrument or voice as demonstrated by completion of the first 2 semesters of Applied Music and enrollment in 3rd semester is required. A signed form is required. Access the form at https://music.unm.edu/student-resources/.
- BME Students: Satisfactory completion of MUSC 1410: Introduction to Music Education and MUSE 1890: Introductory Teaching Practicum is necessary for acceptance into the Music Education degree program.

Admission Process:

Students are admitted to the College of Fine Arts as a declared major through an automated admission process. In the semester following a student completing their full admission requirements, students are moved into declared status. In some rare instances, students are admitted manually by their academic advisor because of issues in the automation system.



Graduation Requirements - Bachelor's Degrees

UNM Catalog 2023-2024 - http://registrar.unm.edu/UNM%20Catalog/index.html

The following information outlines general graduation requirements for a bachelor's degree from the College of Fine Arts (CFA) at the University of New Mexico (UNM). Students should review this information at least once a semester, ideally when they make plans for the next semester, to remind themselves of these requirements. Students are responsible for knowing the rules and regulations for satisfying all graduation requirements. Academic advisors are available to help students keep track of these requirements. Students should check in with an academic advisor regularly throughout their academic journey for guidance and support.

1. Catalog Requirements

- Students must follow the degree requirements in place at the time of their admission to the College of Fine Arts as a pre-major. If degree requirements change in future catalogs, students may choose to update to a more recent catalog. Students should consult with their academic advisor about if a catalog update will benefit them.
- Students who do not enroll at UNM for three or more consecutive semesters (including summer), must comply with requirements in effect at the time of re-enrollment.
- *Catalog* requirements expire after 10 years. If a student is pursuing requirements in a Catalog that is more than 10 years old, they must update to requirements in the current *Catalog*.
- 2. All bachelor's degrees require a minimum of 120 total credit hours. Some degrees require more than 120 hours.
 - Students must earn at least 42 hours of upper division, courses at the 300 and 400 level. These classes can apply to any area of their degree requirements including major, fine arts outside the major, and electives.
- 3. All undergraduate students must complete the General Education Curriculum as outlined in the catalog: <u>2023-</u> <u>2024 General Education</u>.
 - General Education classes must be completed with a grade of C or higher (not C-).
 - English 1120, which partially satisfies Communication General Education, is required for all undergraduate degrees unless a student places out of the course with an approved placement exam.
 - Some CFA degrees require specific classes outside the major which may be used to partially fulfill GenEd requirements. Consult the specific degree in the catalog or advisement materials for further information.
- 4. Students must complete at least one course from the U.S. and Global Diversity and Inclusion requirement. The full list of currently approved courses is available at <u>gened.unm.edu</u>. This class may apply to any area of the degree including General Education, major, fine arts outside the major, and electives.

5. GPA Requirements

- Students must have a minimum 2.00 cumulative GPA from UNM and a 2.00 on all courses taken while a student in the College of Fine Arts.
- Students must have a minimum of a 2.75 major GPA. Some degrees require a higher major GPA.
- 6. A maximum of 4 hours of Physical Education Non-Professional (PHED) classes can apply to a student's degree. PHED is not required for graduation.

7. Grade Requirements

- Students must earn a grade of C or higher (not C-) for any major course requirement. This also applies to "supportive coursework" which refers to courses required for a specific degree/program, but not within the major subject area. In general, only courses utilized for "Electives in Any Field" or "Electives Outside the Major" requirements may be below a C grade.
- Students must take classes in their major (and optional minor) for a letter grade, not under the credit/no-credit (CR/NC) grade system. Classes that are only offered as CR/NC are exempt from this requirement.
- A maximum of 24 hours CR/NC coursework may apply to the degree.
- 8. **Residence Requirements** In order to earn a degree from UNM, students must earn at least a certain number of hours at UNM as outlined below.
 - Students must earn a minimum of 30 hours from UNM. At least 15 of these hours must be earned after a student has earned 92 hours (senior standing). These hours do not have to be the last hours a student earns for their degree program.
 - Students who are interested in being eligible for baccalaureate honors must have a 3.50 cumulative UNM GPA and earn a minimum of 60 hours from UNM. Full information in the *Catalog* in "The Undergraduate Program" section.
 - One half of the number of hours required for the major must be earned at UNM.
 - If a student chooses to pursue an optional minor, one fourth the number of hours required for the minor must be earned at UNM.
 - Students must be admitted to the College of Fine Arts as a declared major for at least one semester to meet CFA residency requirements.
 - Students must be admitted to the College of Fine Arts as a declared major in their final semester.
 - Students must earn at least 12 hours from UNM while a declared major in the College of Fine Arts.
- 9. Students must submit an application to graduate to their advisor in the semester prior to their final semester. For summer or fall graduation, the deadline is April 1. For spring graduation, the deadline is November 1. Failure to submit an application by the deadline may impact graduation and financial aid.
- 10. A student cannot graduate with incomplete (I) or non-reported (NR) grades on their transcript. If a student has an incomplete or non-reported grade on their transcript at the end of the semester they plan to graduate, their degree will not be certified and they will have to submit a new application to graduate in a future term.
- 11. Once a student has completed academic requirements for a degree (certificate, associate, bachelor's, master's, Ph.D.) and has received the diploma and appropriate notations on the official transcript, no modification of the student's academic record leading to that degree will be made by the University of New Mexico.
- 12. The University of New Mexico reserves the right to make changes to the curricula and degree requirements as deemed necessary, with changes being applicable to currently enrolled students.