

Name: _____

UNM ID#: _____

Catalog Used: **2019-2020**

☆UNM reserves the right to make changes in the curricula and degree requirements as deemed necessary, with the changes being applicable to currently enrolled students.

☆Students are expected to maintain and graduate with a 3.0 minimum grade point average in the minor of Gaming.

☆The requirements to earn a minor in **Gaming** are as follows (**24 hours** TOTAL):

a. **15 hours** in gaming

- ARTS 1610 [106] - **Drawing I**
- FDMA 2768 [IFDM 201] - **Introduction to Game Development**
- CS 105L - **Introduction to Computer Programming** or CS 152L - **Computer Programming Fundamentals**
- FDMA 302 - **Digital Game Design**
- FDMA 403 - **Advanced Game Development**

15 hours

b. **9 hours** in Production electives

- | | |
|--|--|
| <ul style="list-style-type: none"> FDMA 1210 [MA 111] - Digital Video Production I FDMA 1520 [IFDM 105L] - Introduction to Film & Digital Media FDMA 1996 [IFDM 250] - Topics FDMA 2286 [IFDM 205L] - Activating Digital Space FDMA 2520 [IFDM 301] - Introduction to Cinematography FDMA 2530 [IFDM 210] - Introduction to 3D Modeling FDMA 2610 [IFDM 241L] - Directing I FDMA 2714 [IFDM 202] - Introduction to Animation FDMA 300 - Critical Intermediations 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 | <ul style="list-style-type: none"> FDMA 401 - Digital Post Production FDMA 402 - Documentary Film Production FDMA 404 - Advanced Animation FDMA 405 - Advanced Maya Production FDMA 406 - Virtual Reality Cinema FDMA 407 - Compositing for Visual Effects FDMA 409 - Advanced Video Art FDMA 410 - The Business and Law of Film & New Media FDMA 411 - Advanced Cinematography FDMA 412 - Fundamentals of Audio Technology FDMA 429 - Topics in Production FDMA 491 - Topics in Film and Digital Media FDMA 496 - Undergraduate Production Project ARTS 1510 [130] - Introduction to Electronic Art ARTS 2523 [231] - Video Art I MA 220 - Intermediate Production Workshop |
|--|--|

9 hours

24 hours

TOTAL

Please Note:

Some courses may be taken more than once for credit toward the minor. For details, please see *UNM Catalog*: <http://catalog.unm.edu/catalogs/2019-2020/>

Minor in Gaming - 24 hours			
Semester	Course	Hours	Grade
Fall	ARTS 1610	3	
	FDMA 2768	3	
	CS 105L or CS 152L	3	
Spring	FDMA 302	3	
	FDMA 403	3	
Production Electives - 9 hrs			
		3	
		3	
		3	

Edited 7.1.19