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):

- **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

- **9 hours** in Production electives
  - 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

### Minor in Gaming - 24 hours

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<th>Semester</th>
<th>Course</th>
<th>Hours</th>
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### Production Electives - 9 hrs

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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/

For additional information, contact the Fine Arts Student Success & Advisement Center, room 1103 in the Center for the Arts (505) 277-4817

Edited 7.1.19