

DEGREE AUDIT CHECK LIST

(BA-GAME) Game and Interactive Media Design

2016-17

Date		
Grade Point	Graduation Date	
General Education Requirements		Hrs
ENGL #	1013/1043 & 1023/1053	6
MATH #		0
SCIENCE		4
SCIENCE		4
US HIST/GOVT		3
SOC SCI	(6-9)	
SOC SCI		
SOC SCI		
FINE ART/HUM	(6-9)	
FINE ART/HUM		
FINE ART/HUM		
COMM	(0-3)	15
TECH 1001 ♦		0
TOTAL GEN ED HOURS		32
Electives		
TOTAL ELECTIVE HOURS		27

Student's Name		
T#		
Major Requirements		Hrs
GAME	3013 3023 4013 4023 4263 4633 4803 4901	22
ART	3253 4623	6
ART	1001♦ 1303 1403 2213 2223 2303	16
COMS	1403 1411 2104 2203	11
	ENGL 2043 or SPH 3163 or COMM 3163	3
MATH	1113#**	3
TOTAL MAJOR HOURS		61
TOTAL HOURS		

Final Check:

Min. hours required 120
 40 hours upper level _____ thru _____
 # of "D" hours _____ thru _____
 Max activity hours 4 _____

Earned Hrs _____
 minus P/C HRS _____
 to be completed _____
TOTAL _____

** Satisfying Gen Ed
 ♦ Satisfying Institutional Requirement
 # C or better must be earned for Gen Ed