2019 - 2020 Certificate Map
Arts and Humanities in Games

School/College: New College of Interdisciplinary Arts and Sciences
Location: West campus

Program Requirements

The certificate in arts and humanities in games consists of 18 credit hours; a minimum of 12 credit hours must be upper-division. A minimum of six upper-division credit hours must be completed through courses offered by the School of Humanities, Arts, and Cultural Studies. All courses used to fulfill the requirements for the certificate must be passed with a "C" (2.00) or better.

The certificate consists of six credit hours of required foundational courses, and nine credit hours from one of the following gaming emphasis areas: Toys and Games as Works of Art; Toy and Game Culture; Game Writing; or Game Sound (Game Design Practitioner); and three credit hours of playworks portfolio.

Required Foundational Courses -- 6 credit hours

COM 124: Media and Culture (C) or IAP 222: Games and Ethics (3)
IAP 220: Introduction to Game Studies (3)

Gaming Emphasis Area -- 9 credit hours

Students must take two required courses and one elective from their selected emphasis area below. (9)

Toys and Games as Works of Art Emphasis Area

Required:
IAP 362: Games and Narratology (3)
IAP 462: Games and Play (3)

Electives:
IAP 304: Traditions of the Avant-Garde and Experimental Art (L or HU) (3)
IAP 305: 20th and 21st Century Art, Performance, and Media (L or HU) (3)
IAP 352: Seeing and Drawing (3)
IAP 354: Visual Representation (3)
IAP 361: Digital Editing and Media Literacy (CS) (3)

Toy and Game Culture Emphasis Area

Required:
COM 457: New Media (3)
IAP 462: Games and Play (3)

Electives:
COM 312: Communication, Conflict, and Negotiation (3)
COM 324: Rhetoric and Media Criticism (3)
COM 416: Gender and Race in the Media (3)
COM 429: Semiotics and Visual Communication (3)
IAP 464: Media and Diversity (HU & G) (3)
IAP 471: Language, Culture, and Performance (L or HU) (3)

**Game Writing Emphasis Area**

Required:
ENG 361: Scriptwriting (3)
IAP 362: Games and Narratology (3)

Electives:
ENG 379: Travel Writing (L) (3)
ENG 388: Intermediate Creative Writing Workshop in Fiction: Form, Theory, and Practice (3)
IAP 462: Games and Play (3)

**Game Sound (Game Design Practitioner) Emphasis Area**

Required:
IAP 362: Games and Narratology (3)
IAP 421: Composition: Process, Technique, and Style II (3)

Electives:
IAP 322: Multitrack Digital Recording (3)
IAP 325: Sound Performance: Exploring Alternative Performance Groups (3)
IAP 462: Games and Play (3)
IAP 469: Advanced Audio Production (3)

**Portfolio -- 3 credit hours**

IAP 496: Playworks Portfolio (3)

Depending on a student's undergraduate program of study, prerequisite courses may be needed in order to complete the requirements of this certificate.