INTERACTIVE MEDIA AND GAME DEVELOPMENT MAJOR
Program Tracking Sheet Based on AY 2016-17 Degree Requirements and Course Offerings

Name:	Class Year:
Advisor:	2nd Major:

NOTES: Minimum total academic credit = 15 units
      Residency Req.: Min. of 8 units must be completed at WPI

HUMANITIES AND ARTS REQUIREMENT (2 units)
All 5 HUA courses must be completed before beginning the Inquiry Seminar or Practicum.

Depth Component
Students must complete at least three thematically-related courses prior to the culminating Inquiry Seminar or Practicum in the same thematic area. At least one of the three courses should be at the 2000-level or above.

	Course	Term	Grade	Units
1				1/3
2				1/3
3				1/3
4	HU 3900 or HU 3910			1/3

Breadth Component
Students must take at least one course outside the grouping in which they complete their depth component. To identify breadth, courses are grouped in the following manner.
i. art/art history, drama/theatre, and music (AR, EN/TH, MU);
ii. foreign languages (AB, CN, EN, GN, SP);
iii. literature and writing rhetoric (EN, WR, RH);
iv. history and international studies (HI, HU, INTL);
v. philosophy and religion (PY, RE).
Exception: May take all six courses in a foreign language

5				1/3

Humanities Elective

6				1/3

PHYSICAL EDUCATION (4 PE classes = 1/3 unit)

7				1/12
				1/12
				1/12
				1/12

SOCIAL SCIENCE (2/3 unit) ECON, ENV, GOV, PSY, SD, SOC, SS, STS and ID2050

8				1/3
9				1/3

THE INTERACTIVE QUALIFYING PROJECT (1 unit)

10				1/3
11				1/3
12				1/3

FREE ELECTIVES (1 unit)

13				1/3
14				1/3
15				1/3

CORE IMGD (2/3 unit)
Choose from: Critical Studies of Interactive Media and Games (IMGD 1000), The Game Development Process (IMGD 1001), Storytelling in Interactive Media and Games (IMGD 1002)

16				1/3
17				1/3

MATHEMATICS (1/3 unit)
Complete 1/3 unit in Math or Game Analysis

18				1/3

SCIENCE (1/3 unit)

19				1/3

COMPUTER SCIENCE (1/3 unit)
CS 2022 and CS 3043 may not be used to satisfy this requirement

20				1/3

SOCIAL AND PHILOSOPHICAL ISSUES (1/3 unit)

21				1/3

STUDIO ART (1/3 unit)
Choose from: Essentials of Art (AR 1100) or Digital Imaging and Computer Art (AR 1101)

22				1/3

GAME AUDIO (1/3 unit)
Choose from any audio course with an IMGD prefix

23				1/3

ENGLISH (1/3 unit)

24				1/3

IMGD (5/3 units)
Must include (IMGD 3000 and IMGD 4000) or (IMGD 3500 and IMGD 4500)

25				1/3
26				1/3
27				1/3
28				1/3
29				1/3

MAJOR QUALIFYING PROJECT (3/3 unit)

30				1/3
31				1/3
32				1/3

AREA OF INTEREST (10/3 units)
Computer Science or Visual Arts. For more information, see Program Distribution Requirements for the Interactive Media and Game Development Major in the Undergraduate Course Catalog.

33				1/3
34				1/3
35				1/3
36				1/3
37				1/3
38				1/3
39				1/3
40				1/3
41				1/3
42				1/3

EXTRA ELECTIVES (3/3 unit)
Must be chosen from the following areas: Computer Science, Humanities and Arts, Interactive Media and Game Development, Mathematics, Science, Social Science, Management

43			1/3
44			1/3
45			1/3