PLAN OF STUDY FOR IMGD MS DEGREE

ADVISING INFORMATION						
dent Name:Academic Advisor:						
Thesis Advisor:	Readers:					
Focus Area: Technical □ Serious Games □	Management \square					
COURSEWORK						
Course Title		Semester	Year			
Studio Require	Studio Requirement (3 credits)					
IMGD 5000: Game Design Studio						
IMGD Core (9 credits)*						
IMGD 5100: Tangible & Embodied Interaction						
IMGD 5200: History & Future of Immersive and Interactive Media						
IMGD 5300: Design of Interactive Experiences						
IMGD 5400: Production Management for Interactive Media						
IMGD 5500: Serious and Applied Games						
IMGD 5600: Multidisciplinary Research Methods i Media	n Computational					
Focus Area Courses (6 credits) [†]						
IMGD Elective (3 credits) [‡]						
Thesis/Project (9 credits)						

^{*} Choose three out of four IMGD core courses.

[†] Focus area courses should be selected from the list maintained on the IMGD graduate website.

[‡] Can be any IMGD graduate course including IMGD 5099 (Special Topics), or any of the focus area courses.

This plan of study should be kept on file in the IMGD Office. International students should also file a copy with the Office of International Students. It is the student's responsibility to keep this plan of study up to date, including approval signatures.

PLAN OF STUDY REVISIONS LIST

Summary of Changes	Date	Advisor Signature

MILESTONE APPROVALS		
Identify Thesis Readers		
	(thesis advisor)	date
Initial Reader Meetings	(reader)	date
	(reader)	uate
Thesis Proposal Approved		
	(thesis advisor)	date
	(non-dou)	data
	(reader)	date
Thesis Proposal Passed		
	(graduate coordinator)	date
Reader Check-In #1		
Reader Check-In #2	(reader)	date
neader check-iii #2	(reader)	date
Reader Check-In #3		
	(reader)	date
Thesis Presentation Approved		
	(advisor)	date
	(reader)	date
Thesis Presentation Complete		
	(graduate coordinator)	date