Department of Film and Digital Arts
Minor in Gaming
Progress Sheet

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):
  
a. **15 hours** in gaming
   - FDMA 2768 - *Introduction to Game Development*
   - FDMA 302 - *Title Pending*
   - FDMA 403 - *Advanced Game Development*
   - BCIS 1110 - *Introduction to Computer Programming* or CS 152L - *Computer Programming Fundamentals*
   - ARTS 1610 - *Drawing I*

  b. **9 hours** in Production electives
   - FDMA 1210 - *Technical Intro. to Video Production*
   - FDMA 1520 - *Introduction to Film and Digital Media*
   - FDMA 2714 - *Introduction to Animation*
   - FDMA 2286 - *Activating Digital Space*
   - FDMA 2530 - *Introduction to Modeling and Animation*
   - FDMA 2280 - *Topics in Videomaking*
   - FDMA 2220 - *Intermediate Production Workshop*
   - FDMA 2610 - *Directing I*
   - FDMA 1996 - *Topics*
   - FDMA 300 - *Critical Intermediations*
   - FDMA 301 - *Cinematography*
   - FDMA 302 - *Digital Game Design*
   - 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*

  TOTAL

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<th>Minor in Gaming - 24 hours</th>
<th>Semester</th>
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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/2018-2019/](http://catalog.unm.edu/catalogs/2018-2019/)

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