STUDENT NAME:

BFA – MINOR IN GAME DESIGN GUIDE FOR THE YEAR OF ENTRY: 2019

I.D.#: _____

approved	that it is your responsibility to fulfill all your program and degree re I via Student Request prior to graduation, and permission to register the following course requirements, the Minor in Computation Arts f 12 credits from the concentration requirements at Concordia Univ	r for a course does not constitut Residency Requirement stipula	e approval of a substitution. I
MINOR	IN GAME DESIGN (24 crs)	Completed/In Progress	To Be Completed
3 CRS	CART 215 ³	3 CRS	
3 CRS	chosen from CART 2533, COMP 2183, COMP 2483.5	3 CRS	
3 CRS	chosen from CART 315 ³ , COMP 376 ⁴ , CART 353 ³	3 CRS	
3 CRS	chosen from FFAR 257 ³ , CART 210 ³ (previously CART 255), DART 261 ³ , ENGL 255 ³	3 CRS	
3 CRS	chosen CART 415 ³ , 416 ³	3 CRS	
3 CRS	CART* or COMP** elective * (excluding CART 253 and CART 315) ** (excluding COMP 218, COMP 248, and COMP 376)	3 CRS	
3 CRS	CART elective (excluding CART 253 and CART 315)	3 CRS	
3 CRS	Fine Arts elective	3 CRS	

ADVISOR'S SIGNATURE (if applicable): ______ DATE: _____