

# Undergraduate Game Studies Certificate

<http://arts-sciences.buffalo.edu/media-study>

## Updated 11/2016 Application Form & Check Lists

Name: \_\_\_\_\_ Student #: \_\_\_\_\_  
Email: \_\_\_\_\_ Phone: \_\_\_\_\_  
Major (if declared): \_\_\_\_\_ Minor (if declared): \_\_\_\_\_

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### Admission Check List

#### Dates Game Certificate Prerequisites Taken – circle class taken ( 12 credits)

(Equivalent classes and experiences can be substituted for prerequisites)

- \_\_\_\_\_ DMS 110 Programming for Digital Art
- \_\_\_\_\_ DMS 121 Basic Digital **OR** DMS 155 Intro to New Media **OR** ART 250 Intro to Digital Practices
- \_\_\_\_\_ ART 140 Time Based Strategies **OR** DMS 259 Intro to Media Analysis **OR** DMS 220 Machines, Codes and Culture
- \_\_\_\_\_ Overall GPA (overall GPA of 2.5 in prerequisite courses required)

#### OR Request to waive prerequisites

(please explain the equivalent experiences/courses you have had/taken – use reverse if necessary)

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### Program Check List

#### Dates Core Courses Taken (11 credits)

- \_\_\_\_\_ DMS 448 Games, Gender and Society
- \_\_\_\_\_ DMS 462 Game Design
- \_\_\_\_\_ VS 425 Designed Play or DMS 457 Locative Media or DMS 484 Language Media Social Vision or DMS 463 Interactive Fiction or ART 473 Performative Action

#### Dates & Names of Elective Courses Taken (4 courses/13 credits)

- \_\_\_\_\_ Elective 1 = \_\_\_\_\_
- \_\_\_\_\_ Elective 2 = \_\_\_\_\_
- \_\_\_\_\_ Elective 3 = \_\_\_\_\_
- \_\_\_\_\_ Elective 4 = \_\_\_\_\_

#### List of Electives

[https://catalog.buffalo.edu/academicprograms/game\\_studies\\_cert\\_requirements.html](https://catalog.buffalo.edu/academicprograms/game_studies_cert_requirements.html)

You can also petition for other relevant courses to be counted as electives

Requirements Completed: \_\_\_\_\_ Faculty/Advisor Signature: \_\_\_\_\_ Date: \_\_\_\_\_