

STUDENT NAME: _____

I.D.#: _____

Please note that it is your responsibility to fulfill all your program and degree requirements. Exceptional substitutions to these requirements must be approved via Student Request prior to graduation, and permission to register for a course does not constitute approval of a substitution. In addition to the following course requirements, the Minor in Game Design Residency Requirement stipulates that you must complete a minimum of 12 credits from the concentration requirements at Concordia University.

| MINOR IN GAME DESIGN (24 credits) | | Completed / In-Progress | To Be Completed |
|-----------------------------------|--|-------------------------|-----------------|
| 3 credits | CART 215 ³ | | |
| 3 credits | chosen from CART 253 ³ , COMP 218 ³ , COMP 248 ^{3.5} | | |
| 3 credits | chosen from CART 315 ³ , COMP 376 ⁴ , CART 353 ³ | | |
| 3 credits | chosen from FFAR 257 ³ , CART 210 ³ (previously CART 255 ³), DART 261 ³ , ENGL 255 ³ | | |
| 3 credits | chosen from CART 415 ³ , 416 ³ | | |
| 3 credits | CART* or COMP** elective *(excluding CART 253 ³ and CART 315 ³) ** (excluding COMP 218 ³ , COMP 248 ^{3.5} , and COMP 376 ⁴) | | |
| 3 credits | CART elective (excluding CART 253 ³ and CART 315 ³) | | |
| 3 credits | Fine Arts elective | | |

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