

Game and Interactive Media Scoring

Professional Diploma

Catalog Year: 2025F Program

Program Code: PD4.GAIM

SEMESTERS

This grid is meant to be used as a planning aide. It does not need to be followed exactly as written. Please consult with a student success advisor and your department chairs with any questions.

Course Number Course Title 3 4 5 6 7 8 GAME AND INTERACTIVE MEDIA SCORING MAJOR: 30 Credits Required 30 SCRN-202 Introduction to Scoring Technology for Media Composers 2 SCRN-240 Introduction to Orchestration and Composition for Media Composers GAIM-371 Scoring for Interactive Media GAIM-381 Audio Foundations of Interactive Media 2 GAIM-372 Mixing for Interactive Media GAIM-471 Advanced Scoring for Interactive Media GAIM-472 Advanced Mixing for Interactive Media 2 GAIM-479 Project Management, Communication, and Collaborative Tools for Interactive Media 2 GAIM-489 Senior Portfolio in Game and Interactive Media Scoring SCRN-491 Business Career Workshop for Media Composers Online 2 Major Electives* 2 2 *Major Electives (select 6 credits from the following): any course with a GAIM prefix not already completed; FILM 205, FILM-207, HR-325, IN-495, and any 300 or 400 level courses from the following course prefix areas not already completed. CM, CW, FILM, IR, MB, MTEC, OCOMP, OCWPR, OMBUS, OMPRD, OSONG, PW, SCRN, SW. MAJOR-SPECIFIC CORE MUSIC AND LIBERAL ARTS AND SCIENCES - 19 Credits Required ET 211, ET-223, or ET-231 Ear Training 3, Ear Training 3 Entering, or Solfege 1 ET-212, ET-224, or ET-232 Ear Training 4, Ear Training 4 Entering, or Solfege 2 COND-211 or COND-216 Conducting 1 or Conducting 1 with Live Keyboard COND-212 or COND-217 Conducting 2 or Conducting 2 with Live Keyboard LENG-111 Introduction to College Writing MHIS-20x History of Music in the European Tradition 2 AFST-221 Global Afrodiasporic Musics 3 MHIS-3xx Music History Elective: Any MHIS course level 300 or higher* (MHIS-331 recommended) I HUM-433 Digital Narrative Theory and Practice CORE MUSIC - 35 Credits Required 35 Performance Private Instruction - Level 1 (50 minutes) Plxx-111 Plxx-112 Private Instruction - Level 2 (50 minutes) Plxx-211 Private Instruction - Level 3 (30 minutes) Plxx-212 Private Instruction - Level 4 (30 minutes) Instrumental Labs 1 1 ENxx Ensembles Non-Performance PW-111 Music Application and Theory AR-111 or AR-123 Arranging 1 Entering or Arranging 1 Continuing Harmony 2 or Harmony 2 Entering HR-112 or HR-114 2 HR-211, HR-213, or HR-215 Harmony 3, Harmony 3 Entering, or Harmony 3 Intensive HR-212, HR-214, or HR-216 Harmony 4, Harmony 4 Entering, or Harmony 4 Intensive FT-111 Ear Training 1 ET-112 or ET-123 Ear Training 2 or Ear Training 2 Entering CM-211 Tonal Harmony and Composition 1 2 CM-212 Tonal Harmony and Composition 2 CP-210 The Art of Counterpoint 1 Students should enroll in an ensemble (ENxx) and private instruction (Plxx) during their first four full-time semesters. Two credits of performance studies (PSxx), excluding PSH, PST, & PSEM, may replace two credits of ensembles or labs. Additional PSxx courses, excluding PSH-xxx, may be taken as general electives or major elective credits, depending on major. LIBERAL ARTS AND SCIENCES & AFRICANA STUDIES - 6 credits required 6 MTEC-111 or MTEC-122 Introduction to Music Technology or Accelerated Introduction to Music Technology LENS-10x* Engaging Seminars* Professional Development Seminar LHUM-400 English as a Second Language - A screening is required for all non-native English speakers. Students may be required to complete ESL courses based on the results of the screening, which will apply as liberal arts or * Professional Diploma students who are not required to take LENS will take an additional two credits of liberal arts and sciences in place of LENS. GENERAL ELECTIVES - 6 Credits Required SEMESTER CREDIT TOTALS --> 16 12 12 12 12 12 Total Required Credits

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