

Undergraduate Game Studies Certificate
[\(http://mediastudy.buffalo.edu/undergraduate/game-studies-certificate/games-studies-certificate-overview/\)](http://mediastudy.buffalo.edu/undergraduate/game-studies-certificate/games-studies-certificate-overview/)

Updated 11/2016

Application Form & Check Lists

Name: _____ **Student #:** _____
Email: _____ **Phone:** _____
Major (if declared): _____ **Minor (if declared):** _____

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)

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

<http://mediastudy.buffalo.edu/undergraduate/game-studies-certificate/game-studies-elective-courses/>

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

Requirements Completed: _____ **Faculty/Advisor Signature:** _____ **Date:** _____