



VIDEO GAME PRODUCTION MAJOR¹

Program Learning Outcomes (PLOs):

1. Critically analyze the communication process as it applies to video games.
2. Demonstrate an understanding of the aesthetic, psychological, cultural, and historic issues within computer gaming.
3. Effectively and ethically adapt video game content and delivery to the audience, communication context, and available technology.
4. Apply theoretical, technical, and/or quantitative knowledge to video game production.

First Year Courses

Fall Semester	Spring Semester
CPS 150 (PLO 4) MED 126 (PLO 1, 2, 3, 4)	MTH 119 (PLO 4) COM 210 (PLO 1)

Second Year Courses

Fall Semester	Spring Semester
CPS 201 (PLO 4) MED 335 (PLO 2) or MED 326 (PLO 1, 3, 4)	COM 209 (PLO 1, 2) MED 336 (PLO 1, 2, 3, 4)

Third Year Courses

Fall Semester	Spring Semester
MED 335 (PLO 2) or MED 326 (PLO 1, 3, 4)	MED 337 (PLO 2) or MED 338 (PLO 4)

Fourth Year Courses

Fall Semester	Spring Semester
COM 411 (PLO 1, 2, 3, 4)	MED 337 (PLO 2) or MED 338 (PLO 4)

¹ This 4 year plan/curriculum map is for informational purposes and reflects the 2020-2021 Undergraduate Catalog. All Heidelberg students are strongly encouraged to work with their academic advisors to develop an individualized 4 year plan.