

# Game Design and Music with concentration in Music Technology, BS

## Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

## University-Wide Requirements

All undergraduate students are required to complete the University-Wide Requirements (<http://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements>).

## NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (<http://catalog.northeastern.edu/undergraduate/university-academics/nupath>).

## Game Design Major Requirements

Code	Title	Hours
<b>Art + Design Required Foundation Courses</b>		
ARTF 1122	2D Fundamentals: Surface and Drawing	4
ARTF 2223	5D Fundamentals: Experience and Drawing	4
<b>Required Games Courses</b>		
GAME 1110	Games and Society	4
GAME 1850	Experimental Game Design	4
GAME 2500	Foundations of Game Design	4
GAME 3700	Rapid Idea Prototyping for Games	4
GAME 3800	Game Concept Development and Production	4
<b>Game Design Electives</b>		
Complete five of the following:		20
ARTG 2260	Programming Basics	
ARTG 3250	Physical Computing	
GAME 2010	The Business of Games	
GAME 2355	Narrative for Games	
GAME 2650	Introduction to Game Research Methods	
GAME 2750	Games Criticism and Theory	
GAME 2755	Games and Social Justice	
GAME 2950	Game Studio	
GAME 3055	Playful Design	
GAME 3300	Game Interface Design	
GAME 3400	Level Design and Game Architecture	
GAME 4155	Designing Imaginary Worlds	
GAME 4700	Game Design Capstone 1	

## Music Requirements

Code	Title	Hours
<b>Music Theory and Composition</b>		
MUSC 1201	Music Theory 1	4
MUSC 1202	Music Theory 2	4
MUSC 3541	Music Analysis Seminar	4

MUST 1301	Introduction to Composition	4
-----------	-----------------------------	---

### Music in Context

MUSC 1001	Music in Everyday Life	4
-----------	------------------------	---

### Contemporary

Complete one from the following:		4
----------------------------------	--	---

MUSC 2315	History of Electronic Music	
-----------	-----------------------------	--

MUSC 2101	Black Popular Music	
-----------	---------------------	--

MUSC 2310	Popular Music Since 1945	
-----------	--------------------------	--

MUSC 2320	40,000 Years of Music Technology	
-----------	----------------------------------	--

MUSC 3560	Topics in Music since 1900	
-----------	----------------------------	--

MUSI 3401	Hip Hop in the Music Industry	
-----------	-------------------------------	--

### Music Technology

MUST 1220	Introduction to Music Technology	4
-----------	----------------------------------	---

MUST 2431	Computer Music Fundamentals	4
-----------	-----------------------------	---

MUSC 2350	Acoustics and Psychoacoustics of Music	4
-----------	--	---

### Music Technology Electives

Complete two from the following:		8
----------------------------------	--	---

MUST 4520	Interactive Music Programming	
-----------	-------------------------------	--

MUST 4610	Composition for Electronic Instruments	
-----------	--	--

MUST 3540	Special Topics in Music Technology	
-----------	------------------------------------	--

## Integrative Requirement

Code	Title	Hours
MUST 1220	Introduction to Music Technology	4

### Capstone

Complete one of the following:		4
--------------------------------	--	---

MUST 4611	Music Technology Capstone/Senior Recital	
-----------	--	--

GAME 4701	Game Design Capstone 2	
-----------	------------------------	--

## Combined-Major Credit Requirement

Complete 90 semester hours in the major.

## Program Requirement

138 total semester hours required