



La Roche University
Games Studies Certificate PROGRAM GUIDE

Student Name \_\_\_\_\_
I.D. Number \_\_\_\_\_

\_\_\_ First Year Student
\_\_\_ Change of Major

\_\_\_ Transfer
\_\_\_ Readmit

Unofficial Eval Completed by/date: \_\_\_\_\_

This is the unofficial evaluation of your credits to date including transfer credits (if applicable) in your chosen major. This evaluation is official when all official transcripts for all previous college work are received, reviewed for transferability by the Registrar's Office AND the Registrar's signature is included on page 3.

PURPOSE: The Games Studies certificate gives students the background and understanding of games, gaming, gamification and the games industry from a variety of perspectives. It is applicable for students from any major who would like to add the capacity to understand and get involved with the creation and use of games and gamification in a wide range of organizations and industries.

REQUIREMENTS: To successfully complete the Games Studies Certificate the following coursework is required:
• 9 credits as listed under "Certificate Component/Requirements"
• 3 credits as listed under Elective Component

Credits Transfer Course #/Comments

CERTIFICATE COMPONENT/REQUIREMENTS: 9 CREDITS

Table with 3 columns: Course ID, Course Name, Credits. Rows include CMET3002, INQU3007, and CMET4005.

ELECTIVE COMPONENT - 3 CREDITS

Table with 3 columns: Course ID, Course Name, Credits. Rows include ENGL2040, ENGL2012, ENGL3014, PSYC1021, and SOCL1034.

ADDITIONAL CHOICES IN CONSULTATION WITH THE ADVISOR

Total Credits Earned \_\_\_\_\_
Credits Required 12
Credits Remaining \_\_\_\_\_

Registrar's Signature \_\_\_\_\_ Date \_\_\_\_\_