

**Concentrate Prerequisites: Video Game Scoring
Fall 2019-Summer 2020**

Eligible PROM Concentration Courses	
<i>*Note: Students must officially declare this concentration as a minor with the Film Scoring Department, with permission from the Pro Music chair. Students must also commit to the minimum requirements of this minor in order to apply courses as an area of concentration.*</i>	
Required Courses (five courses, 11 credits):	
LHUM-433: Digital Narrative Theory and Practice (3 cr)	LENG-111 and MTEC-111
PW-365: Orchestral Mock-Up Production (2 cr) or MTEC-280 Introduction to Sound Design (2 cr)	CW-361 and one of CW-311 or CW-321 (CWPR majors); FS-340 and FS-341 (FILM majors); EP-321 (ELPD majors) See link Orchestral Mock-Up Production ; For MTECH-280: MTEC-213, MTEC-214, MP-113, SW-161, CW-191, FS-203, EP-225, or MP-225
FS-271: Analysis of Video Game Music Techniques (2 cr)	MTEC-111
FS-371: Interactive Scoring for Video Games (2 cr)	FS-271; and one of: COND-212, COND-222, or COND-217; and one of the following: FS-203, CW-361, or EP-225
FS-471: Advanced Scoring and Implementation for Video Games (2 cr)	FS-371

***Email the Film Scoring Department Coordinator Kathy Zerlin to schedule an appointment with the Film Scoring chairs to declare the Video Game Scoring Minor after you have declared the Pro Music major.*