

| <b>GAME SOUND CERTIFICATE OF PROFICIENCY</b>                          |                                  |                           |             |
|-----------------------------------------------------------------------|----------------------------------|---------------------------|-------------|
| <b>GAME SOUND CERTIFICATE REQUIREMENTS</b>                            |                                  |                           |             |
| COURSE #                                                              | COURSE TITLE                     | PREREQUISITE              | CR          |
| DAPR 2300                                                             | Sound for Games I                |                           | 3.0         |
| DAPR 3300                                                             | Sound for Games II               | DAPR 2300, UAS            | 3.0         |
| DAPR 3340                                                             | Spatial Audio I                  | UAS                       | 3.0         |
| DAPR 3345                                                             | Spatial Audio II                 | DAPR 2300, DAPR 3340, UAS | 3.0         |
| DAPR 2170                                                             | Sound Design for Visual Media I  |                           | 3.0         |
| DAPR 2171                                                             | Sound Design for Visual Media II | DAPR 2170                 | 3.0         |
| <b><i>9 Credits of electives, see Wolverine Track for options</i></b> |                                  |                           |             |
| <b>Total Credits</b>                                                  |                                  |                           | <b>27.0</b> |

