## COMMUNICATION (BA) - COMMUNICATION STUDIES TRACK

## **Program Map**

Course Title Credit			
Credit Hours			
um grade of 3			
3			
ning (or			
Modeling (or			
3			
3			
3			
15			
num grade of 3			
PERS 1506 2 erent topic),			
3			
4			
or foreign 3 002. ded choice			
15			
3			
3			
eation 3			
3			
3			
2			
17			
3			
3			
3			
3			
3			

Any 3000 or 4000 Level COMM Course		3
	Credit Hours	18
Third Year		
Fall		
FL 2001	Foreign Language 2001	3
COMM 3256	Communication Theories	3
or COMM 315	or Qualitative Communication Research	
Any 3000 or 400	0 Level COMM Course	3
Any 3000 or 400	0 Level COMM Course	3
Any 3000 or 400	0 Level COMM Course	3
	Credit Hours	15
Spring		
COMM 3256	Communication Theories	3
or COMM 325	•	
	Research	
•	0 Level COMM Course	3
Any 3000 or 400	0 Level COMM Course	3
AREA I	General Elective <sup>2</sup>	3
AREA I	General Elective <sup>2</sup>	3
	Credit Hours	15
Fourth Year		
Fall		
Any 3000 or 400	0 Level COMM Course	3
Any 3000 or 400	0 Level COMM Course	3
Any 3000 or 4000 Level COMM Course		3
AREA W	PEDS Course	1
AREA I	General Elective <sup>2</sup>	3
AREA H2	Elective	3
	Credit Hours	16
Spring		
COMM 4698	Senior Internship (highly recommended	3
	Area I course; may be taken twice)	
Any 3000 or 400	0 Level COMM Course	3
AREA I	General Elective <sup>2</sup>	3
AREA I	General Elective <sup>2</sup>	3
COMM 4000	Communication Exit Assessment	0
	Credit Hours	12
	Total Credit Hours	123

- (Select one)GFA 1000 Introduction to On-Set Film Production, GFA 1040 Intro to Film & TV Post-Production and GFA 1500 Introduction to Digital Entertainment, Esports, & Game Development are 6-credit-hour courses (Could be used for a Certificate in Film Production or an Associate of Arts degree in Film Production, or Film Production Nexus Degree).
- Note on general elective: This could be used for a minor or Writing for Social Media Certificate.
  - · A 2.5 GPA is required in all major classes.