



**MOLLOY
UNIVERSITY**

School of Arts & Sciences
Department of Communications



Communications: New Media with Gaming Studies B.S.

The new media program with gaming studies is a variation on the new media degree featuring a specialized concentration in Game Studies. The curriculum provides a cross-disciplinary approach that encompasses digital storytelling and content production, game design and the societal impacts of gaming. Students engage in interactive learning environments, where they work collaboratively and individually on game development projects and gain insights from hands-on experience. Culminating in a self-directed capstone project, the new media program with gaming studies empowers students to showcase their expertise and creativity, preparing them for a successful career in the dynamic field of interactive media.

Essential Skills:

Essential skills refer to the knowledge gained from a liberal arts education. They provide a framework to guide students' progress toward their degree, but also prepare students for a broad range of career paths. A recent survey from the Association of American Colleges and Universities (AAC&U) shows employers "strongly agree" that "regardless of a student's field of study" liberal arts skills best prepare students to enter the job market in their career of choice.

1. Information Literacy:
 - a. Gather and analyze information from a diverse set of sources and individuals to fully understand a problem.
 - b. Manipulate information, construct ideas, and use technology to achieve specific goals.
2. Technology
 - a. Quickly adapt to new or unfamiliar technologies.
 - b. Identify appropriate technology for completing specific tasks.
 - c. Use technology to improve efficiency and productivity of their work.
 - d. Use technology to achieve course related goals.
 - e. Navigate change and be open to learning new technologies.
3. Critical Thinking
 - a. Make decisions and solve problems using sound, inclusive reasoning, and judgment.
 - b. Gather and analyze information from a diverse set of sources and individuals to fully understand a problem.
 - c. Effectively communication actions and rational, recognizing the diverse perspectives and lived experiences of stakeholders.
4. Integrative and Applied Learning
 - a. application of knowledge, skills, and responsibilities to new settings and complex problems.
 - b. Synthesis and advanced accomplishment across general and specialized studies

FIRST YEAR			
Fall Courses		Spring Courses	
COM 1150: Digital Literacies	3	COM 2260: History of Media	3
COM 2510: Intro to Game Studies	3	HIS / POL / PSY / SOC (Gen. Ed.)	3
ENG 1100	3	Modern Language (Gen. Ed.)	3
ART or MUS (Gen. Ed.)	3	TRS (Gen. Ed.)	3
HIS / POL / PSY / SOC (Gen. Ed.)	3	Philosophy (Gen Ed)	3
FST 1000	1		
Total Credits	16	Total Credits	15

SECOND YEAR			
Fall Courses		Spring Courses	
COM 2515: Game Design for Social Good	3	COM 2440: Online Content Production	3
COM Elective	3	COM 2850: Playful Media	3
ETH (Gen. Ed.)	3	Elective	3
MAT (Gen. Ed.)	3	HIS / POL / PSY / SOC (Gen. Ed.)	3
Modern Language / LIT (Gen. Ed.)	3	Elective	3
Total Credits	15	Total Credits	15

THIRD YEAR			
Fall Courses		Spring Courses	
COM 2860: Gaming & Identity	3	COM 3400: Research Methods for Game Studies	3
COM Elective	3	COM Elective	3
Science (Gen. Ed.)	3	Elective	3
Elective	3	Elective	3
Elective	3	PED (Gen. Ed.)	1
Total Credits	15	Total Credits	13

FOURTH YEAR			
Fall Courses		Spring Courses	
COM 4350: Professionalization of Play	3	COM 4900: Communications Capstone	3
COM 4600: Communications Internship I	3	Elective	3
CORE (Gen. Ed.)	4	Elective	3
Elective	3	Elective	3
Elective	3	Elective	3
Total Credits	16	Total Credits	15
Total Credits to Graduate			120

Honor Society

Lambda Pi Eta (LPH) is the National Communication Association's official honor society at four-year colleges and universities. LPH has more than 500 active chapters at four-year colleges and universities nationwide.

To be eligible for admission, undergraduate students must meet the following criteria:

- Complete 60 semester credit-hours (90 quarter credit-hours)
- Have a minimum overall cumulative GPA of 3.0
- Complete the equivalent of 12 semester credit-hours (18 quarter credit-hours) in Communication Studies
- Have a minimum GPA of 3.25 for all Communication Studies courses.
- Currently be enrolled as a student in good standing, as determined by the institution's policies.

Related Activities and Associations:

1. Molloy Esports
 - a. East Coast Conference (ECC) teams for Super Smash Bros., Valorant, League of Legends, Overwatch, and Rocket League. They offer small scholarships as well.
2. Anime Club
 - a. From watching anime episodes, to playing anime video games, to discussing all the latest news within the realm of fandom, the Anime club is open to anyone and everyone that shares a passion for anime, manga, comics, and Japanese culture.
3. CREDLY BADGES
 - a. The Communications department offers all Molloy students the opportunity to earn a CREDLY badge for both *Digital Media Production and Advanced Digital Media Production*. These badges certify your expertise in specific skills and are a great way to stand out to future employers.
4. Media Production Student Club
 - a. A space for Molloy students to be creative by making movies, podcasts, scripts, and other forms of media. All content is original work outside of Molloy events such as short films, documentaries, and television productions, among other content.
5. MolloyLife Student Media

- a. A student-run media organization that produces social media content about fellow students and on-campus happenings.
6. SPECTRUM Club
 - a. This club aims to raise awareness and to promote acceptance of the LGBTQIA+ presence on Molloy's campus. We accept EVERYONE, regardless of gender identity or sexual preference.

Employment Information:

Representative Job Titles Related to this Major Include:

Content Creator, Content Editor, Game Writer, Game Designer, Esports Coordinator, Esports Coach, Social Media Manager, User Experience (UX/UI) Designer.

Further Resources:

See the following resources: [National Association of Colleges & Employers: Career Readiness Defined](#), [AAC&U](#), [What Can I Do with This Major?](#), [Molloy Undergraduate Catalog](#), and the [Molloy New Media YouTube](#) channel featuring student projects.

***Notice:**

This 8-semester plan is not a contract, either expressed or implied, between the University and the student, but represents a flexible program of the current curriculum which may be altered periodically to carry out the academic objectives of the University. The University specifically reserves the right to change, delete or add to any 8-semester plan at any time within the student's period of study at the Un

