Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: | UNDG 2017-2018   ▼ |

GAME SOUND DESIGN BA 17

48 CREDITS REQUIRED TO COMPLETE THIS MAJOR. Major requirements & credits waived by the department must be substituted with additional IAM credits. Students are required to earn a "C" or better in all major courses:

Game Design-Sound Design

IAM CORE REQS 12cr — Courses: 4/4

Course	Title	Credits	Grade
36-1010	Fundamentals of Interaction	3	C
36-1300	Digital Image Design	3	C
36-1501	Introduction to Programming	3	C
36-1601	Authoring Interactive Media	3	C

GAME DESIGN REQS 15cr — Courses: 4/4

Course	Title	Credits	Grade
36-1100	Game Culture	3	C
36-1500	Introduction to Game Development	3	C
36-3997	Large Team Game Project	3	C
OR 1 of the following:			
	36-3994 Indie Team Game Project	3	C
36-3998	Large Team Game Studio	6	C
OR 1 of the following:			
	36-3995 Indie Team Game Studio	6	C

SOUND DESIGN REQS 22cr — Courses: 7/7

Course	Title	Credits	Grade
36-1400	Sound for Interaction	3	C
36-2400	Sound Design for Games I	3	C
36-2510	Game Engine Scripting	3	C
36-2600	Object Oriented Programming	3	C
36-2610	Sound and Music for Interactive Visual Media	3	C
36-3400	Sound Design for Games II	3	C

| **43-1115** | **Audio Production I** | **3** | **C** |

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