Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Programming-GameProgBA17

51 CREDITS ARE REQUIRED TO COMPLETE THIS MAJOR IN PROGRAMMING WITH A CONCENTRATION IN GAME PROGRAMMING:

Programming-Game Prog BA

IAM Courses		Courses:	9/9
Course	Title	Credits	Grade
36-1010	**Fundamentals of Interaction**	**3**	**C**
36-1200	**Computer Architecture**	**3**	**C**
36-1501	**Introduction to Programming**	**3**	**C**
36-2600	**Object Oriented Programming**	**3**	**C**
36-3700	**Object Oriented Programming II**	**3**	**C**
36-2550	**C++ Programming I**	**3**	**C**
36-2551	**C++ Programming II**	**3**	**C**
36-3200	**Graphics Application Programming**	**3**	**C**
36-3720	**Algorithms**	**3**	**C**

Game Programming Courses		Courses:	7/7
Course	Title	Credits	Grade
36-1100	**Game Culture**	**3**	**C**
36-1500	**Introduction to Game Development**	**3**	**C**
36-3270	**Game Programming**	**3**	**C**
36-3210	**Game AI Programming**	**3**	**C**
36-3500	**Game Programming II**	**3**	**C**

Capstone Choice:

36-3994	**Indie Team Game Project**	**3**	**C**
	OR 1 of the following:		
	36-3997 Large Team Game Project	**3**	**C**
36-3995	**Indie Team Game Studio**	**6**	**C**
	OR 1 of the following:		
	36-3998 Large Team Game Studio	**6**	**C**

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