

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

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

#### Programming-GameProgBS17

70 CREDITS REQUIRED TO COMPLETE THIS MAJOR in PROGRAMMING WITH A CONCENTRATION IN GAME PROGRAMMING:

##### IAM Courses

##### IAM Courses 27cr

Courses: 9/9

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

##### Science & Math Reqs 19cr

The following three courses are required for this portion of the Major:

<b>56-2710</b>	<b>College Algebra</b>	<b>3</b>	<b>C</b>
<b>56-2713</b>	<b>Precalculus</b>	<b>3</b>	<b>C</b>
<b>56-2830</b>	<b>Fundamentals of Physics I</b>	<b>3</b>	<b>C</b>

##### Choose two courses:

Courses: 2/2

Course	Title	Credits	Grade
<b>56-2706</b>	<b>Introduction to Statistics</b>	<b>3</b>	<b>C</b>
<b>56-2720</b>	<b>Calculus I</b>	<b>4</b>	<b>C</b>
<b>56-2721</b>	<b>Calculus II</b>	<b>4</b>	<b>C</b>

##### Choose one course:

Courses: 1/1

Course	Title	Credits	Grade
--------	-------	---------	-------

<b>56-3740</b>	<b>Linear Algebra</b>	<b>4</b>	<b>C</b>
OR 1 of the following:			
<b>56-3700</b>	<b>Discrete Mathematics</b>	<b>3</b>	<b>C</b>
<b>56-3710</b>	<b>Calculus III</b>	<b>3</b>	<b>C</b>
<b>56-3730</b>	<b>Numerical Analysis</b>	<b>4</b>	<b>C</b>

### Game Programming Courses

**Game Programming** Courses: 7/7

Course	Title	Credits	Grade
<b>36-1100</b>	<b>Game Culture</b>	<b>3</b>	<b>C</b>
<b>36-1500</b>	<b>Introduction to Game Development</b>	<b>3</b>	<b>C</b>
<b>36-3210</b>	<b>Game AI Programming</b>	<b>3</b>	<b>C</b>
<b>36-3270</b>	<b>Game Programming</b>	<b>3</b>	<b>C</b>
<b>36-3500</b>	<b>Game Programming II</b>	<b>3</b>	<b>C</b>
Capstone Choice:			
<b>36-3994</b>	<b>Indie Team Game Project</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
<b>36-3995</b>	<b>Indie Team Game Studio</b>	<b>6</b>	<b>C</b>
OR 1 of the following:			
	<b>36-3997 Large Team Game Project</b>	<b>3</b>	<b>C</b>
	<b>36-3998 Large Team Game Studio</b>	<b>6</b>	<b>C</b>

This page displays information from the OASIS Catalog.

The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.