

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2011-2012 ▼

#### Game Development UG-2011

57 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- DEVELOPMENT

15 CREDITS

##### IAM CORE REQUIREMENTS

Courses: 5/5

Course	Title	Credits	Grade
<b>36-1300</b>	<b>Digital Image Design</b>	<b>3</b>	<b>C</b>
<b>36-1501</b>	<b>Introduction to Programming: Theory and Concepts</b>	<b>3</b>	<b>C</b>
<b>36-1000</b>	<b>Media Theory and Design 1</b>	<b>3</b>	<b>C</b>
<b>36-2000</b>	<b>Media Theory and Design 2</b>	<b>3</b>	<b>C</b>
<b>36-2601</b>	<b>Authoring Interactive Media</b>	<b>3</b>	<b>C</b>

15 CREDITS

##### GAME DESIGN REQUIREMENTS

Courses: 4/4

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>36-3997</b>	<b>Large Team Game Project</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

<b>36-3994</b>	<b>Indie Team Game Project</b>	<b>3</b>	<b>C</b>
<b>36-3998</b>	<b>Large Team Game Studio</b>	<b>6</b>	<b>C</b>

OR 1 of the following:

<b>36-3995</b>	<b>Small Team Game Studio</b>	<b>6</b>	<b>C</b>
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24 CREDITS

##### DEVELOPMENT REQUIREMENTS

Courses: 8/8

Course	Title	Credits	Grade
<b>36-2600</b>	<b>Object Oriented Programming</b>	<b>3</b>	<b>C</b>
<b>36-2500</b>	<b>Simulation Design I</b>	<b>3</b>	<b>C</b>
<b>36-2510</b>	<b>Engine-Based Design I</b>	<b>3</b>	<b>C</b>
<b>36-2800</b>	<b>Story Development for Interactive Media</b>	<b>3</b>	<b>C</b>
<b>36-2520</b>	<b>Game Design I</b>	<b>3</b>	<b>C</b>

<b>36-2530</b>	<b>Game Design II</b>	<b>3</b>	<b>C</b>
<b>36-3510</b>	<b>Engine-Based Design II</b>	<b>3</b>	<b>C</b>
<b>36-3550</b>	<b>Game Document Development</b>	<b>3</b>	<b>C</b>

3 CREDITS

**SELECT ONE GAME ELECTIVE**

Courses: 1/1

Course	Title	Credits	Grade
<b>36-1400</b>	<b>Sound for Interaction</b>	<b>3</b>	<b>C</b>
<b>36-3001</b>	<b>Transmedia Analysis: Games, Film and Television</b>	<b>3</b>	<b>C</b>
<b>36-2550</b>	<b>C++ Programming I</b>	<b>3</b>	<b>C</b>
<b>36-3270</b>	<b>XNA Game Programming</b>	<b>3</b>	<b>C</b>
<b>36-3301</b>	<b>3D Composition for Interactive Media I</b>	<b>3</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.