## **Undergraduate Program Requirements**

## **Interactive Arts & Media Program Requirements**

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

## **Game Programming UG 2011**

62 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-PROGRAMMING** 

15 CREDITS

36-2550

36-3500

36-2551

IAM CORE REQUIREMENTS		Courses:	5/5	
Course	Title	Credits	Grade	
36-1300	Digital Image Design	3	С	
36-1501	Introduction to Programming: Theory and Concepts	3	С	
36-1000	Media Theory and Design 1	3	С	
36-2000	Media Theory and Design 2	3	С	
36-2601	Authoring Interactive Media	3	С	

15 CREDITS - In addition to Game Culture and Intro to Game Development, students are required to take either Large Team Game Project AND Large Team Game Studio OR Small Team Game Project AND Small Team Game Studio.

GAME DESIG	GN REQUIREMENTS		Courses:	4/6
Course		Title	Credits	Grade
36-1100		Game Culture	3	С
36-1500		Introduction to Game Development	3	C
36-3997		Large Team Game Project	3	С
	OR 1 of the following:			
		36-3994 Indie Team Game Project	3	С
36-3998		Large Team Game Studio	6	С
	OR 1 of the following:			
		36-3995 Small Team Game Studio	6	С
32 CREDITS				
PROGRAMM	ING REQUIREMENTS		Courses:	10/10
Course		Title	Credits	Grade
36-1200		Computer Architecture	3	c
56-2730		Numerical and Mathematical Modeling	4	C

C++ Programming I

C++ Programming II

**Programming for Games** 

C

C

56-2850		Physics for Game Developers	3	c
	OR 1 of the following:			
		56-2686 Biomechanics: The Biology and Physics of Sports*	3	С
56-3740		Linear Algebra	4	С
	OR 1 of the following:			
		56-2721 Calculus II*	4	С
36-2210		Game Engine Programming	3	С
36-3210		Game Engine AI	3	С
	OR 1 of the following:			
		36-2510 Engine-Based Design I*	3	С
36-3250				С
	OR 1 of the following:			
		36-3520 Programming Data Design	3	С

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