

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

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

#### Game Sound Design UG2011

49 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

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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19 CREDITS

##### SOUND DESIGN REQUIREMENT

Courses: 6/6

Course	Title	Credits	Grade
<b>36-1400</b>	<b>Sound for Interaction</b>	<b>3</b>	<b>C</b>
<b>36-2510</b>	<b>Engine-Based Design I</b>	<b>3</b>	<b>C</b>
<b>36-2610</b>	<b>Sound and Music for Interactive Visual Media</b>	<b>3</b>	<b>C</b>
<b>36-2400</b>	<b>Sound Design for Games I</b>	<b>3</b>	<b>C</b>
<b>36-3400</b>	<b>Sound Design for Games II</b>	<b>3</b>	<b>C</b>

**43-1115****Audio Production I****4****C**

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