

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2012-2013 ▼

Game Development UG12

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
36-1300	Digital Image Design	3	C
36-1501	Introduction to Programming: Theory and Concepts	3	C
36-1000	Media Theory and Design 1	3	C
36-2000	Media Theory and Design 2	3	C
36-2601	Authoring Interactive Media	3	C

15 CREDITS

GAME DESIGN REQUIREMENTS

Courses: 4/4

Course	Title	Credits	Grade
36-1100	Game Culture	3	C
36-1500	Introduction to Game Development	3	C
36-3997	Large Team Game Project	3	C

OR 1 of the following:

36-3994	Indie Team Game Project	3	C
36-3998	Large Team Game Studio	6	C

OR 1 of the following:

36-3995	Indie Team Game Studio	6	C
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24 CREDITS

DEVELOPMENT REQUIREMENTS

Courses: 8/8

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

36-2530	Game Design II	3	C
36-3510	Engine-Based Design II	3	C
36-3550	Game Document Development	3	C

3 CREDITS

SELECT ONE GAME ELECTIVE

Courses: 1/1

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

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