Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Game Sound Design UG12

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	
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	

19 CREDITS

SOUND DESIGN REQUIREMENT			Courses:	6/6
Course	Title	Credits	Grade	
36-1400	Sound for Interaction	3	C	
36-2400	Sound Design for Games I	3	C	
36-2510	Engine-Based Design I	3	C	
36-2610	Sound and Music for Interactive Visual Media	3	C	
36-3400	Sound Design for Games II	3	C	

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

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