

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

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

#### Game Programming BA12

56 CREDITS REQUIRED TO COMPLETE THIS MAJOR - The Game Programming major is designed for students seeking simulation and serious game development. The recommended, but not required minor, is Cultural Studies. Students are required to earn a "C" or better in all major and minor courses.

#### GAME PROGRAMMING

12 CREDITS

##### INTERACTIVE MEDIA

Courses: 4/4

Course	Title	Credits	Grade
<b>36-1010</b>	<b>Computational Media Development</b>	<b>3</b>	<b>C</b>
<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>36-3100</b>	<b>Navigational Interfaces</b>	<b>3</b>	<b>C</b>

18 CREDITS

##### PROGRAMMING

Courses: 6/6

Course	Title	Credits	Grade
<b>36-1501</b>	<b>Introduction to Programming: Theory and Concepts</b>	<b>3</b>	<b>C</b>
<b>36-2550</b>	<b>C++ Programming I</b>	<b>3</b>	<b>C</b>
<b>36-2551</b>	<b>C++ Programming II</b>	<b>3</b>	<b>C</b>
<b>36-2600</b>	<b>Object Oriented Programming</b>	<b>3</b>	<b>C</b>
<b>36-3270</b>	<b>XNA Game Programming</b>	<b>3</b>	<b>C</b>
<b>36-3690</b>	<b>McCarthy Technologies Bootcamp</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

<b>36-3690J McCarthy Technologies Bootcamp</b>	<b>3</b>	<b>C</b>
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9 CREDITS - Choose one track to complete. Take either 36-2210, 36-3210 and 56-2850 OR 36-2500, 36-2501 and 36-2510.

##### PROGRAMMING / SIMULATION

Courses: 3/6

Course	Title	Credits	Grade
<b>36-3210</b>	<b>Game Engine AI</b>	<b>3</b>	<b>C</b>
<b>36-2210</b>	<b>Game Engine Programming</b>	<b>3</b>	<b>C</b>
<b>56-2850</b>	<b>Physics for Game Developers</b>	<b>3</b>	<b>C</b>
<b>36-2500</b>	<b>Simulation Design I</b>	<b>3</b>	<b>C</b>
<b>36-2501</b>	<b>Simulation Design II</b>	<b>3</b>	<b>C</b>
<b>36-2510</b>	<b>Engine-Based Design I</b>	<b>3</b>	<b>C</b>

8 CREDITS.

**MATHEMATICS COURSES**

Courses: 2/2

Course	Title	Credits	Grade
<b>56-2720</b>	<b>Calculus I</b>	<b>4</b>	<b>C</b>
<b>56-3740</b>	<b>Linear Algebra</b>	<b>4</b>	<b>C</b>

9 CREDITS - Students are required to take 36-3997 AND 36-3998, OR 36-3994 AND 36-3995.

**CAPSTONE / THESIS**

Courses: 2/2

Course	Title	Credits	Grade
<b>36-3997</b>	<b>Large Team Game Project</b>	<b>3</b>	<b>C</b>
	OR 1 of the following:		
	<b>36-3994 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 Indie Team Game Studio</b>	<b>6</b>	<b>C</b>

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The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.