Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Game Programming BS 2012

73 CREDITS REQUIRED TO COMPLETE THIS BACHELOR OF SCIENCE MAJOR. - The Game Programming BS is designed for students interested in becoming game software engineers. 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
36-1010	Computational Media Development	3	C
36-1100	Game Culture	3	C
36-1500	Introduction to Game Development	3	C
36-3100	Navigational Interfaces	3	C

30 CREDITS

PROGRAMMING   Courses: 10/11

Course	Title	Credits	Grade
36-1501	Introduction to Programming: Theory and Concepts	3	C
36-2210	Game Engine Programming	3	C
36-2510	Engine-Based Design I	3	C
36-2550	C++ Programming I	3	C
36-2551	C++ Programming II	3	C
36-2600	Object Oriented Programming	3	C
36-3210	Game Engine AI	3	C
36-3270	XNA Game Programming	3	C
36-3690	McCarthy Technologies Bootcamp	3	C

OR 1 of the following:

	36-3690J McCarthy Technologies Bootcamp	3	C

22 CREDITS

MATHEMATICS COURSES   Courses: 6/6

Course	Title	Credits	Grade
56-2720	Calculus I	4	C
56-2721	Calculus II	4	C
56-2850	Physics for Game Developers	3	C

56-3700	Discrete Mathematics	3	C
56-3730	Numerical Analysis	4	C
56-3740	Linear Algebra	4	C

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