Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: | UNDG 2015-2016   ▼ |

Game Sound Design BA 15

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

IAM CORE REQS - 12 cr   Courses: 4/4

Course	Title	Credits	Grade
36-1010	**Computational Media Development**	**3**	**C**
36-1300	**Digital Image Design**	**3**	**C**
36-1501	**Introduction to Programming**	**3**	**C**
36-2601	**Authoring Interactive Media**	**3**	**C**

GAME DESIGN REQS -15 cr   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**

SOUND DESIGN REQS-22 cr   Courses: 7/7

Course	Title	Credits	Grade
36-1400	**Sound for Interaction**	**3**	**C**
36-2400	**Sound Design for Games I**	**3**	**C**
36-2510	**Game Engine Scripting**	**3**	**C**
36-2600	**Object Oriented Programming**	**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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