Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Game Programming BS 2015

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

INTERACTIVE MEDIA-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

IAM GAME COURSES - 30 cr   Courses: 10/10

Course	Title	Credits	Grade
36-1100	Game Culture	3	C
36-1500	Introduction to Game Development	3	C
36-2550	C++ Programming I	3	C
36-2551	C++ Programming II	3	C
36-2600	Object Oriented Programming	3	C
36-3100	Interface Design I	3	C
36-3270	Game Programming	3	C
36-3210	Game AI Programming	3	C
36-3200	Graphics Application Programming	3	C
OR 1 of the following:			
	36-2210 Game Engine Programming	3	C
36-3650	Studio Collaboration	3	C
OR 1 of the following:			
	36-3690 McCarthy Technologies Bootcamp	3	C

MATHEMATICS COURSES-22cr   Courses: 6/6

Course	Title	Credits	Grade
56-2720	Calculus I	4	C

56-2721	Calculus II	4	C
56-3700	Discrete Mathematics	3	C
56-3730	Numerical Analysis	4	C
56-3740	Linear Algebra	4	C
56-2830	Fundamentals of Physics I	3	C

        OR 1 of the following:

| | 56-2850 Physics for Game Developers | 3 | C |

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

CAPSTONE - 9 cr   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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