

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2016-2017 ▼

#### GAME SOUND DESIGN BA 16

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 12cr

Courses: 4/4

Course	Title	Credits	Grade
<b>36-1010</b>	<b>Fundamentals of Interaction</b>	<b>3</b>	<b>C</b>
<b>36-1300</b>	<b>Digital Image Design</b>	<b>3</b>	<b>C</b>
<b>36-1501</b>	<b>Introduction to Programming</b>	<b>3</b>	<b>C</b>
<b>36-2601</b>	<b>Authoring Interactive Media</b>	<b>3</b>	<b>C</b>

#### GAME DESIGN REQS 15cr

Courses: 4/4

Course	Title	Credits	Grade
<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>36-3997</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>

#### SOUND DESIGN REQS 22cr

Courses: 7/7

Course	Title	Credits	Grade
<b>36-1400</b>	<b>Sound for Interaction</b>	<b>3</b>	<b>C</b>
<b>36-2400</b>	<b>Sound Design for Games I</b>	<b>3</b>	<b>C</b>
<b>36-2510</b>	<b>Game Engine Scripting</b>	<b>3</b>	<b>C</b>
<b>36-2600</b>	<b>Object Oriented Programming</b>	<b>3</b>	<b>C</b>
<b>36-2610</b>	<b>Sound and Music for Interactive Visual Media</b>	<b>3</b>	<b>C</b>
<b>36-3400</b>	<b>Sound Design for Games II</b>	<b>3</b>	<b>C</b>
<b>43-1115</b>	<b>Audio Production I</b>	<b>4</b>	<b>C</b>

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