## Undergraduate Program Requirements **Interactive Arts & Media Program Requirements** Currently displaying program requirements for academic year: UNDG 2017-2018 V **GAME PROGRAMMING BA 2017** 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 IAM CORE 12cr Courses: 4/4 Title Course Credits Grade 36-1010 Fundamentals of Interaction 3 С 36-1300 **Digital Image Design** 3 С 36-1501 Introduction to Programming 3 С 36-1601 Authoring Interactive Media С 3 IAM GAME COURSES 27cr Courses: 9/9 Title Credits Grade Course 36-1100 Game Culture 3 С С 36-1500 **Introduction to Game Development** 3 36-2500 Simulation and Serious Games 3 С 36-2550 С C++ Programming I 3 36-2551 C++ Programming II 3 С 36-2600 3 С **Object Oriented Programming** 36-2110 **Interface Design I** 3 С 36-3270 Game Programming 3 С Studio Collaboration 36-3650 3 С OR 1 of the following: 36-3690 McCarthy Technologies Bootcamp 3 С **MATHEMATICS COURSES 8cr** Courses: 2/2 Title Course Credits Grade 56-2720 Calculus I 4 С 56-3740 Linear Algebra 4 С

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

3/8/2018

CAPSTONE 90	cr		Courses:	2/2
Course		Title	Credits	Grade
36-3997		Large Team Game Project	3	С
	OR 1 of the following:			
		36-3994 Indie Team Game Project	3	С
36-3998		Large Team Game Studio	6	С
	OR 1 of the following:			
		36-3995 Indie Team Game Studio	6	С
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