

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2013-2014 ▼

Game Sound Design BA 13

46 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-19 cr

Courses: 6/6

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
36-2610	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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