Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Game Development BA13

54 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- DEVELOPMENT

IAM CORE REQS - 12 cr   Courses: 5/5

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**

DEVELOPMENT REQS - 24 cr   Courses: 8/8

Course	Title	Credits	Grade
36-2500	**Simulation and Serious Games**	**3**	**C**
36-2510	**Game Engine Scripting**	**3**	**C**
36-2520	**Game Design I**	**3**	**C**
36-2530	**Game Design II**	**3**	**C**
36-2600	**Object Oriented Programming**	**3**	**C**

36-2800	Story Development for Interactive Media	3	C
36-3510	Advanced Game Scripting and Environments	3	C
36-3550	Game Development Process	3	C

GAME ELECTIVE - 3 cr		Courses:	1/1
Course	Title	Credits	Grade
36-1400	**Sound for Interaction**	**3**	**C**
36-2550	**C++ Programming I**	**3**	**C**
36-3001	**Transmedia Analysis: Games, Film and Television**	**3**	**C**
36-3270	**Game Programming**	**3**	**C**
36-3301	**3D Composition for Interactive Media I**	**3**	**C**

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