Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Game Programming BA 2013

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 - 12 credits   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 - 27 cr   Courses: 9/9

Course	Title	Credits	Grade
36-1100	**Game Culture**	**3**	**C**
36-1500	**Introduction to Game Development**	**3**	**C**
36-2500	**Simulation and Serious Games**	**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	**Navigational Interfaces**	**3**	**C**
36-3270	**Game Programming**	**3**	**C**
36-3650	**Studio Collaboration**	**3**	**C**

OR 1 of the following:

	Title	Credits	Grade
	36-3690 McCarthy Technologies Bootcamp	**3**	**C**
	36-3690J McCarthy Technologies Bootcamp	**3**	**C**

MATHEMATICS COURSES-8 cr   Courses: 2/2

Course	Title	Credits	Grade
56-2720	**Calculus I**	**4**	**C**
56-3740	**Linear Algebra**	**4**	**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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