

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Game Programming BS 2013

73 CREDITS REQUIRED TO COMPLETE THIS BACHELOR OF SCIENCE MAJOR. - The Game Programming BS is designed for students interested in becoming game software engineers. Students are required to earn a "C" or better in all major and minor courses.

GAME PROGRAMMING

INTERACTIVE MEDIA-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 |

IAM GAME COURSES - 30 cr

Courses: 10/10

| Course | Title | Credits | Grade |
|----------------|---|----------|----------|
| 36-1100 | Game Culture | 3 | C |
| 36-1500 | Introduction to Game Development | 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 |
| 36-3210 | Game AI Programming | 3 | C |
| 36-3200 | Graphics Application Programming | 3 | C |

OR 1 of the following:

| | | | |
|----------------|--|----------|----------|
| | 36-2210 Game Engine Programming | 3 | C |
| 36-3650 | Studio Collaboration | 3 | C |

OR 1 of the following:

| | | | |
|--|--|----------|----------|
| | 36-3690 McCarthy Technologies Bootcamp | 3 | C |
| | 36-3690J McCarthy Technologies Bootcamp | 3 | C |

MATHEMATICS COURSES-22cr

Courses: 6/6

| Course | Title | Credits | Grade |
|--------|-------|---------|-------|
|--------|-------|---------|-------|

| | | | |
|----------------|----------------------------------|----------|----------|
| 56-2720 | Calculus I | 4 | C |
| 56-2721 | Calculus II | 4 | C |
| 56-3700 | Discrete Mathematics | 3 | C |
| 56-3730 | Numerical Analysis | 4 | C |
| 56-3740 | Linear Algebra | 4 | C |
| 56-2830 | Fundamentals of Physics I | 3 | C |

OR 1 of the following:

| | | |
|--|----------|----------|
| 56-2850 Physics for Game Developers | 3 | 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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