

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2014-2015 ▼

Game Development BA 2014

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: 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 |

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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