

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

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

#### Game Programming BA 2014

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
<b>36-1010</b>	<b>Computational Media Development</b>	<b>3</b>	<b>C</b>
<b>36-1300</b>	<b>Digital Image Design</b>	<b>3</b>	<b>C</b>
<b>36-1501</b>	<b>Introduction to Programming</b>	<b>3</b>	<b>C</b>
<b>36-2601</b>	<b>Authoring Interactive Media</b>	<b>3</b>	<b>C</b>

##### IAM GAME COURSES - 27 cr

Courses: 9/9

Course	Title	Credits	Grade
<b>36-1100</b>	<b>Game Culture</b>	<b>3</b>	<b>C</b>
<b>36-1500</b>	<b>Introduction to Game Development</b>	<b>3</b>	<b>C</b>
<b>36-2500</b>	<b>Simulation and Serious Games</b>	<b>3</b>	<b>C</b>
<b>36-2550</b>	<b>C++ Programming I</b>	<b>3</b>	<b>C</b>
<b>36-2551</b>	<b>C++ Programming II</b>	<b>3</b>	<b>C</b>
<b>36-2600</b>	<b>Object Oriented Programming</b>	<b>3</b>	<b>C</b>
<b>36-3100</b>	<b>Interface Design 1</b>	<b>3</b>	<b>C</b>
<b>36-3270</b>	<b>Game Programming</b>	<b>3</b>	<b>C</b>
<b>36-3650</b>	<b>Studio Collaboration</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

<b>36-3690</b>	<b>McCarthy Technologies Bootcamp</b>	<b>3</b>	<b>C</b>
<b>36-3690J</b>	<b>McCarthy Technologies Bootcamp</b>	<b>3</b>	<b>C</b>

##### MATHEMATICS COURSES-8 cr

Courses: 2/2

Course	Title	Credits	Grade
<b>56-2720</b>	<b>Calculus I</b>	<b>4</b>	<b>C</b>
<b>56-3740</b>	<b>Linear Algebra</b>	<b>4</b>	<b>C</b>

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
<b>36-3997</b>	<b>Large Team Game Project</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>36-3994 Indie Team Game Project</b>	<b>3</b>	<b>C</b>
<b>36-3998</b>	<b>Large Team Game Studio</b>	<b>6</b>	<b>C</b>
OR 1 of the following:			
	<b>36-3995 Indie Team Game Studio</b>	<b>6</b>	<b>C</b>

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The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.