

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year:

Game Programming BA 2015

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	Interface Design I	3	C
36-3270	Game Programming	3	C
36-3650	Studio Collaboration	3	C

OR 1 of the following:

36-3690 McCarthy Technologies Bootcamp	3	C
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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:

Courses: 2/2

CAPSTONE - 9 cr

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

This page displays information from the OASIS Catalog.

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