

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2016-2017 ▼

GAME PROGRAMMING BA 2016

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 12cr Courses: 4/4

Course	Title	Credits	Grade
36-1010	Fundamentals of Interaction	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 27cr 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 8cr 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 9cr

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

This page displays information from the OASIS Catalog.

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