

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year:

GAME DEVELOPMENT BA 2016

57 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 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

GAME DESIGN REQS 15cr

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
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DEVELOPMENT REQS 27cr

Courses: 9/9

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
36-2515	Game Production	3	C

GAME ELECTIVE 3cr

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
36-2370	3D Composition for Interactive Media	3	C

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