



Interactive Arts and Media GAME Major

GAME DEVELOPMENT

Effective Fall 2008

Credits required for the major: 57

Name _____ ID # _____

Interactive Arts & Media Core Classes

(15 Credits)

| | | | |
|---------|--|-----|-------|
| 36-1300 | Digital Image Design | (3) | _____ |
| 36-1501 | Intro. to Programming: Theory & Concepts | (3) | _____ |
| 36-1000 | Media Theory & Design I | (3) | _____ |
| 36-2000 | Media Theory & Design II | (3) | _____ |
| 36-2601 | Authoring Interactive Media | (3) | _____ |

Game Design Major Requirements

(15 Credits)

| | | | | |
|---------|----------------------------------|-----|-------|--------------------------|
| 36-1100 | Game Culture | (3) | _____ | |
| 36-1500 | Introduction to Game Development | (3) | _____ | [prev: Game Idea Dev.] |
| 36-3997 | Game Project | (3) | _____ | |
| 36-3998 | Game Studio | (6) | _____ | (prev. Game Prod I & II) |

Game Development Concentration Requirements

(27 Credits)

| | | | | |
|------------|---|-----|-------|--------------------------|
| 36-2500 | Simulation Design 1 | (3) | _____ | |
| 36-2600 | Object Oriented Programming | (3) | _____ | [prev: 39-2501] |
| 36-2510 | Engine Based Design 1 | (3) | _____ | |
| 36-2800 | Story Development for Interactive Media | (3) | _____ | |
| 36-2520 | Game Design 1 | (3) | _____ | [prev: Turn-Based Games] |
| 36-2530 | Game Design 2 | (3) | _____ | [prev: Real-Time Games] |
| 36-3510 | Engine Base Design II | (3) | _____ | |
| 36-3550 | Game Document Development 1 | (3) | _____ | |
| 36-3551 | Game Document Development 2 | (3) | _____ | |
| OR 36-2501 | Simulation Design 2 | (3) | _____ | |
| OR 36-2550 | C++ Programming 1 | (3) | _____ | |
| OR 36-3301 | 3D Composition for Interactive Media I | (3) | _____ | |
| OR 36-1400 | Sound for Interaction | (3) | _____ | |
| OR 36-3540 | Game Criticism: Topics | (3) | _____ | |

Game Development Concentration

Suggested 4-Year Plan

| FIRST SEMESTER – 15 Credits | SECOND SEMESTER – 15 Credits |
|---|--|
| 36-1000 Media Theory and Design I 36-1300 Digital Image Design 52-1151 Writing and Rhetoric I (EN) **_**** LAS Core Requirement **_**** LAS Core Requirement | 36-1501 Intro to Programming Theory 36-1500 Intro to Game Development 52-1152 Writing and Rhetoric II (EN) **_**** LAS Core Requirement **_**** LAS Core Requirement |
| THIRD SEMESTER – 15 Credits | FOURTH SEMESTER – 15 Credits |
| 36-2000 Media Theory and Design II 36-2600 Object Oriented Programming 36-1100 Game Culture 36-2510 Engine-Based Design I **_**** LAS Core Requirement | 36-2601 Authoring Interactive Media 36-2500 Simulation Design I 36-3510 Engine-Based Design II **_**** LAS Core Requirement **_**** LAS Core Requirement |
| FIFTH SEMESTER – 15 Credits | SIXTH SEMESTER – 15 Credits |
| 36-2800 Story Development for IM (W) 36-2520 Game Design I **_**** LAS Core Requirement **_**** LAS Core Requirement **_**** LAS Core Requirement | 36-2530 Game Design II 36-3550 Game Document Development I **_**** LAS Core Requirement **_**** LAS Core Requirement **_**** College Wide Elective |
| SEVENTH SEMESTER – 15 Credits | EIGHTH SEMESTER – 15 Credits |
| 36-3997 Game Project 36-3551 Game Doc. Development II OR 36-2501 Simulation Design 2 OR 36-2550 C++ Programming 1 OR 36-3301 3D Composition for Interactive Media OR 36-1400 Sound for Interaction OR 36-3540 Game Criticism: Topics **_**** College Wide Elective **_**** College Wide Elective **_**** College Wide Elective | 36-3998 Game Studio (6) **_**** College Wide Elective **_**** College Wide Elective **_**** College Wide Elective |

NOTES:

- This four year plan is based on the degree requirements effective Fall 2008. Students who started prior to Fall 2008 semester may have different overall degree requirements. Please consult with your advisors.
- College Wide Elective courses may be additional IAM courses, LAS courses, minor requirements, or any courses bearing credits toward the overall graduation requirements.
- Please consult with your IAM departmental faculty advisor yearly to insure you are taking the correct courses in the correct sequence.