



Interactive Arts and Media GAME Major GAME SOUND DESIGN

Effective Fall 2008

Credits required for the major: 52

Name _____ ID # _____

IAM Core Departmental Requirements

(15 Credits)

36-1300	Digital Image Design	(3)
36-1501	Intro. to Programming Theory and Concepts	(3)
36-1000	Media Theory and Design I	(3)
36-2000	Media Theory and 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 [<i>prev. Game Idea Develop</i>]	(3)
36-3997	Game Project	(3)
36-3998	Game Studio (<i>prev. Game Prod I & II</i>)	(6)

Game Concentration Requirements (22 Credits)

43-1115	Audio Production I	(4)
36-1400	Sound for Interaction (<i>prev. Sound and Image</i>)	(3)
39-2300	Sound & Music for Interactive Visual Media	(3)
36-2412	[<i>was: 36-1410</i>] Linear Audio Production for Games	(3)
36-2400	Sound Design for Games I	(3)
36-2402	Linear & Non Linear Sound Design for Games	(3)
	[<i>can take the place of 36-2400 and 36-2412</i>]	
36-3400	Sound Design for Games II	(3)
	(<i>co-req. w/ 36-3997 Game Project</i>)	
-**	Additional Sound Design Course (<i>TBD</i>)	(3)

Game Sound 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 36-1400 Sound for Interaction 52-1152 Writing and Rhetoric II (EN) **_**** LAS Core Requirement **_**** LAS Core Requirement
THIRD SEMESTER – 16 Credits	FOURTH SEMESTER – 15 Credits
36-2000 Media Theory and Design 2 36-2601 Authoring Interactive Media 43-1115 Audio Production I 36-2610 Sound and Music for IVM (<i>was 39-2300</i>) **_**** LAS Core Requirement	36-1100 Game Culture 36-2412 Linear Audio Production for Games OR 36-2402 Linear & Non Linear 36-1500 Intro to Game Develop **_**** LAS Core Requirement **_**** LAS Core Requirement
FIFTH SEMESTER – 15 Credits	SIXTH SEMESTER – 15 Credits
36-2400 Sound Design for Games 1 (<i>If you take 36-2412 – you don't need 36-2400</i>) **_**** Sound Design Course (TBD) **_**** LAS Core Requirement **_**** LAS Core Requirement **_**** College Wide Elective	36-3400 Sound Design for Games 2 **_**** LAS Core Requirement **_**** LAS Core Requirement **_**** College Wide Elective **_**** College Wide Elective
SEVENTH SEMESTER – 15 Credits	EIGHTH SEMESTER – 15 Credits
36-3997 Game Project **_**** College Wide Elective **_**** College Wide Elective **_**** College Wide Elective **_**** LAS Core Requirement	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 2007. Students who started prior to Fall 2007 semester may have different overall degree requirements. Please consult with your advisors.

College Wide Elective courses may be additional IAM course, LAS courses, minor requirements, or any courses bearing credits toward the overall graduation requirements.

RECOMMENDATIONS:

Game Sound students are encouraged to take 36-2800 *Story Development for Interactive Media* as a College Wide Elective to fulfill their Writing Intensive requirement as well as 36-2510 *Engine Based Design I* as another of their College Wide Electives.