



Interactive Arts and Media GAME Major GAME PROGRAMMING

Effective Fall 2008

Credits required for the major: 61

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 1	(3)
36-2000	Media Theory and Design 2	(3)
36-2601	Authoring Interactive Media	(3)

Game Design Major Requirements

(15 Credits)

36-1100	Game Culture	(3)
36-1500	Intro to Game Develop <i>[prev: Game Idea Development]</i>	(3)
36-3997	Game Project	(3)
36-3998	Game Studio <i>(prev. Game Prod I & II)</i>	(6)

Game Concentration Requirements

(31 Credits)

36-1200	Computer Architecture	(3)
56-2730	Numerical – Mathematical Modeling	(4)
36-2550	C++ Programming 1	(3)
36-3500	Programming for Games	(3)
36-2551	C++ Programming 2	(3)
56-2850	Physics for Game Developers	(3)
OR	56-2686 Biomechanics: The Biology & Physics of Sports	
56-3740	Linear Algebra	(3)
OR	56-2731 Calculus II	
36-2210	Game Engine Programming	(3)
36-3210	Game Engine AI (FAO8)	(3)
OR	36-2510 Engine Based Design 1	
36-3250	Multiplayer Network Programming	(3)
OR	36-3520 <i>[prev: 39-3500]</i> Data Design Programming	(3)

Game Programming Concentration Suggested 4-Year Plan

FIRST SEMESTER – 15 Credits	SECOND SEMESTER – 16 Credits
36-1000 Media Theory and Design I 36-1300 Digital Image Design 56-2720 Calculus I (MA) 52-1151 Writing and Rhetoric I (EN) **_**** LAS Core Requirement	36-1501 Intro to Programming Theory 36-1200 Computer Architecture 56-2730 Numerical and Mathematical Modeling 52-1152 Writing and Rhetoric II (EN) **_**** LAS Core Requirement
THIRD SEMESTER – 15 Credits	FOURTH SEMESTER – 15 Credits
36-2000 Media Theory and Design 2 36-2601 Authoring Interactive Media 36-2550 C++ Programming 1 56-2850 Physics for Game Developers **_**** LAS Core Requirement	36-1100 Game Culture 36-3500 Programming for Games 56-3740 Linear Algebra **_**** LAS Core Requirement **_**** LAS Core Requirement
FIFTH SEMESTER – 15 Credits	SIXTH SEMESTER – 15 Credits
36-1500 Intro to Game Development 36-2551 C++ Programming 2 36-2210 Game Engine Programming **_**** LAS Core Requirement **_**** LAS Core Requirement	36-3210 Game Engine AI OR 36-2510 Engine Based Design 1 36-3250 Multiplayer Network OR 36-3520 Data Design Programming **_**** LAS Core Requirement **_**** LAS Core Requirement **_**** LAS Core Requirement
SEVENTH SEMESTER – 15 Credits	EIGHTH SEMESTER – 15 Credits
36-3997 Game Project **_**** LAS Core Requirement **_**** 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 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 Programming students are encouraged to take 36-2800 Story Development for Interactive Media as a College Wide Elective to fulfill their Writing Intensive requirement.