GAMES AND EMERGING MEDIA PROGRAM

OVERVIEW OF THE MAJOR (Bachelor of Science)

Design, Writing, and Culture Concentration

Game Design I
Ethics and Gaming
Interactive Media I
Writing for the Media

Pick any six of the following:
3D Modeling
3D Animation
Introduction to Design
Interactive Media II
Online Culture
Storytelling Across Media
Media Theory
Topics in Interactive Media

Media
History of Electronic Media
Human-Computer Interaction
Game Design II
Audio Production
Video Production
Editing
Introduction to Media Studies

Pick any three of the following:
Game Programming II
Algorithms
Computer Graphics
Artificial Intelligence
Human-Computer Interaction

Plus: 2-3 courses from the other concentration

Technical Programming & Development Concentration

Software Development I
Software Development II
Software System & Analysis
Game Programming I
Discrete Math
General Physics

Pick any two of the following:
Data Communication
Data Management

Intro to Games
Intro to Programming
Digital Toolbox
PlayLab
Business of Games
Game Studio

Foundation
Electives
Capping
Electives