



Entertainment Arts and Engineering B.S. in Games - Requirements for Spring 2018

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This document will help you to understand and track the requirements for the B.S. in Games degree. Please be aware that each student should meet regularly with an advisor to ensure that the student's unique interests and needs are being met.

Prerequisites for the Major - 12 Semester Hours:

C or better in each course, and a minimum 3.0 average GPA (overall and within major prerequisite courses) required to apply for full major status.

___ EAE 1010, Survey of Games.....	3
___ EAE 1050, Digital Content Creation.....	3
___ COMP 1010, Programming for All 1: Beginning Programming.....	3
___ COMP 1020, Programming for All 2: Extended Applications.....	3

General Education Requirements - 53 Semester Hours:

*Note: 40 Upper-Division Semester Hours are required for all Bachelor's degrees***

___ WRTG 2010 Intermediate Writing (WR2).....	3
___ WRTG 4030 Visual Rhetoric (CW/QB) or other Upper Division Communication/Writing (CW).....	3
___ Upper Division International (IR).....	3
___ GNDR 1100 Gender & Social Change (DV, BF) or other Diversity (DV).....	3
___ American Institutions (AI).....	3
<i>(HIST 1700, ECON 1740, or POLS 1100)</i>	
___ Quantitative Reasoning (QA).....	3
___ WRTG 4030 Visual Rhetoric (CW/QB) or other Quantitative Reasoning (QB).....	3
___ Upper Division Quantitative Intensive Requirement (QI).....	4
___ Upper Division Quantitative Intensive Requirement (QI).....	4

Eight Intellectual Exploration (IE) courses

___ DES 2615 Intro to Design Thinking (FF) or other Fine Arts (FF).....	3
___ Fine Arts (FF).....	3
___ ENGL 2090 Videogames and Storytelling (HF) or other Humanities (HF).....	3
___ Humanities (HF).....	3
___ Physical/Life Science (SF).....	3
___ Physical/Life Science or Applied Science (SF) or (AS).....	3
___ GNDR 1100 Gender & Social Change (DV, BF) or other Social/Behavioral Science (BF).....	3
___ COMM 2110 Intro to Interpersonal Communication (BF) or other Social/Behavioral Science (BF).....	3

Major Requirements - 47 Semester Hours:

C or better required in all EAE courses. CR/NC grading options not allowed for any major requirements. 2.75 GPA (overall and EAE courses) required to graduate.

___ EAE 3020 Ethics in Games.....	3
___ EAE 3710 Traditional Game Development (pre-req for Senior Project I).....	4
___ EAE 3720 Alternative Game Development (pre-req for Senior Project I).....	4
___ EAE 4500 Senior Project I.....	3
___ EAE 4510 Senior Project II.....	3

Students should plan to meet with an EAE advisor to discuss how to use their EAE elective course options to best suit their interests and goals. For example, these courses could be used to focus on specific areas of interest such as: Game Design, Game Arts, Technical Art, Game Production. For a complete list of what classes are available each semester, please see the current academic schedule.

___ EAE Elective 3XXX.....	3	___ EAE Elective XXXX.....	3
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___ EAE Elective 3XXX.....	3	___ EAE Elective XXXX.....	3
___ EAE Elective 3XXX.....	3	___ EAE Elective XXXX.....	3
___ EAE Elective XXXX.....	3	___ EAE Elective XXXX.....	3

Allied Hours - 12 Semester Hours:

Students will take four allied classes in a minimum of two areas of interest.

___ Allied Course.....	3	___ Allied Course.....	3
___ Allied Course.....	3	___ Allied Course.....	3

Suggested Allied Hours:

Some courses may have pre requisites you are required to complete before registering.

ANTH 2019 What Makes us Human?	FILM 3500 Film Production I
ANTH 2040 Anthropology of Humor	FILM 3600 Storyboarding/Visual Storytelling
ARCH 1615 Introduction to Architecture	GNDR 1100 Gender and Social Change
ARCH 1630 Architectural Graphics	GNDR 2250 Popular Film & TV: Gender & Sexuality
ART 1040 Non-major Basic Design	HIST 2500 The Olympic Games: Ancient and Modern
ART 3600 History of Graphic Design	HIST 3100 The Historian's Craft
ARTH 1010 Masterpieces of World Art	MGT 3000 Principles of Management
ARTH 2500 Intro to History of Art & Visual Culture	MKTG 2310 Digital and Internet Marketing
BUS 2320 Purposeful Leadership	PHIL 1001 Philosophy & Ethical Dilemmas
BUS 2700 Smart Decisions	PHIL 4540 Engineering, Ethics, and Society
CLCV 4550 Ancient Myth and Religion	PHYS 1010 Elementary Physics: The Way Things Work
COMM 3020 Media & Pop Culture	PHYS 3330 Physics of Audio and Video
COMM 3040 Communication and Relationships	PSY 2125 Everyday Decision Making
CS 2050 Making Noise: Sound Art & Digital Media	PSY 2410 Eat, Work, Play & Sleep: Psych in Everyday
CS 3500 Software Practice	PSY 3171 Human Factors & Ergonomics
DES 1630 Rapid Visualization	PSY 3172 Human Performance & Eng. Psych.
DES 1631 Digital Communication	THEA 1033 Acting I for Non-majors
DES 2615 Intro to Design Thinking	THEA 1050 Intro to Visual Art of Theatre
ECON 2010 Principles of Microeconomics	WRTG 3018 Writing Popular Culture
ECON 3150 The Econ. of Sex, Drugs, and Crime	WRTG 3040 Digital Storytelling
ENGL 2090 Videogames and Storytelling	WRTG 4030 Visual Rhetoric: Word/Image/Argument
ENTP 1020 Entrepreneurship and the Startup Methods	
ENTP 2010 Entrepreneurial Marketing	

