GAME DESIGN & DEVELOPMENT B.I.

UCCS University of Colorado Colorado Springs

ACADEMIC ADVISING

Partnering with students to successfully navigate college
Location: Main Hall 208
Phone: 719.255.3260
Website: www.uccs.edu/advising

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- Appointments: www.uccs.edu/advising/current-students
- Drop In Advising: Most Wednesdays, 1:00pm - 4:00pm
Prospective Students: www.uccs.edu/admissions/contact

GENERAL ACADEMIC INFORMATION

Minimum Graduation Requirements
1. 120 credit hours
2. 2.0 CU cumulative GPA
3. Residency: Last 30 credit hours of degree must be completed while registered in the College Engineering & Applied Science at UCCS

Student Responsibilities
Students are required to know and follow:
1. All academic policies set forth by the University, College, and academic department in the UCCS Catalog: catalog.uccs.edu
2. All course prerequisites designated by the University. Failure to meet course prerequisites may result in an administrative drop of the course from a student's schedule. See degree audit for course prerequisites within the academic major.

MAJOR INFORMATION

The Bachelor of Innovation™ in Game Design and Development (GDD) is a degree within the Bachelor of Innovation family. It is a rigorous technical curriculum based heavily on programming and game design topics with important cross-disciplinary breadth in art, music and other fields. The program as a whole will let students build the foundational knowledge and develop the skills necessary to form their own independent game development companies or to pursue employment in the games industry. In addition to traditional games for entertainment, the game industry includes Serious Games (games designed for simulation and training, educational games, games for health care, and so on) and Casual Games (small, short games played in a Web browser or on a cell phone, for example).

Major Requirements

Game Design & Development Core Courses (45 hours) You must be admitted into the College of Engineering in order to take any CS coursework. All GDD course require a grade of "C" or better.	Complete all of the following courses:		
	GDD 1100	Intro to Game Development	3
	GDD 1200	Intro to Programming for Game Developers	3
	GDD 2100	Game Design for Diverse Populations	3
	GDD 2150	Fundamental Game Design Concepts	3
	GDD 2200	Object Oriented Analysis, Design & Implementation	3
	GDD 3200	Team-Based Game Testing and Deployment	3
	GDD 3400	Artificial Intelligence for Games	3
	GDD 4900	Commercial Game Design Practicum	3
	CS 2250	Advanced Data Structures in C++	3
	CS 3350	Team-Based Game Production	3
	GDD Concentration Courses	Complete 5 courses of any **UNUSED** GDD or CS 3000+ level courses.	15
BI Innovation Core (24 hours)	ENTP 1000	Introduction to Entrepreneurship	3
	INOV 1010	The Innovation Process	3
	BLAW 2010	Business and Intellectual Property Law	3
	INOV 2010	Innovation Team: Analyze and Report	3
	INOV 2100	Technical Writing, Proposals, and Presentations	3
	INOV 3010	Innovation Team: Research and Execute	3
	INOV 4010	Innovation Team: Design and Lead	3
	ENTP 4500	Entrepreneurship and Strategy	3
BI Cross-Discipline Core (15 hours)	*Complete one of the Cross-Discipline Cores listed below. Each Cross-Discipline Core consists of 15 credit hours. See the BI website for specific courses (innovation.uccs.edu).* **Business** **Creative Communication** **Globalization** *Note: The default Cross-Discipline Core for GDD students is the Creative Communication core. If a GDD student wants to take Business or Globalization cores instead, they can, but they're still required to take the VA course and the MUS course from the Creative Communication core.*		15

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General Education and Elective Requirements

Composition (3 hours)	1. ENGL 1310 2. PORT 3000 (0 Credits) – Writing Portfolio
Mathematics (7 hours)	1. MATH 1350 2. CS 2300
Basic Science (11 hours)	1. PES 1110 2. PES 1160 3. 6 hours from: Biology, Chemistry, Geography & Environmental Studies, Geology, and Physics & Energy Science.

Compass Curriculum (3 hours)	**Component**	**Course**
• Explore and Navigate courses must be outside major requirements • Writing Intensive, Inclusiveness, and Sustainability courses can count towards other requirements within degree	Gateway	GPS 1010
	Explore – Arts, Humanities and Cultures	INOV 1010 (included in BI Core requirements)
	Explore – Society, Behavior and Health	ENTP 1000 (included in BI Core requirements)
	Explore – Physical and Natural World	PES 1110 (included in Basic Science requirement)
	Navigate	INOV 3010 (included in BI Core requirements)
	Summit	ENTP 4500 (included in BI Core requirements)
	Writing Intensive Courses (WIC) *Two courses with one upper-division (3000+ level)*	1. INOV 2010 (included in BI Core requirements) 2. INOV 3010 (included in BI Core requirements)
	Inclusiveness	INOV 1010 (included in BI Core requirements)
	Sustainability	ENTP 1000 (included in BI Core requirements)

General Electives (12 hours)	Complete any 12 hours of Elective coursework except Computer Science courses numbered below CS 1150, or Math courses numbered below MATH 1350.

Four-Year Degree Plan

Please note that this is an *example* degree program and your program may vary. **Students are responsible for completing all course prerequisites.**

	√	FALL	Hours	√	SPRING	Hours
Year One		ENGL 1310	3		GDD 1200	3
		ENTP 1000	3		INOV 1010	3
		GDD 1100	3		PES 1110	4
		GPS 1010	3		PES 1160	1
		MATH 1350	4		Cross Discipline Core Course	3
		TOTAL	16		**TOTAL**	14

	√	FALL	Hours	√	SPRING	Hours
Year Two		BLAW 2010	3		CS 2250	3
		CS 2300	3		GDD 2150	3
		GDD 2200	3		INOV 2100	3
		Cross Discipline Core Course	3		INOV 2010	3
		Open Elective	3		Cross Discipline Core Course	3
		TOTAL	15		**TOTAL**	15

	√	FALL	Hours	√	SPRING	Hours
Year Three		CS 3350	3		GDD 3400	3
		GDD 2100	3		GDD Concentration Course	3
		GDD 3200	3		INOV 3010	3
		GDD Concentration Course	3		Natural Science Elective	3
		Cross Discipline Core Course	3		Open Elective	3
					PORT 3000	0
		TOTAL	15		**TOTAL**	15

	√	FALL	Hours	√	SPRING	Hours
Year Four		GDD Concentration Course	3		ENTP 4500	3
		GDD Concentration Course	3		GDD 4900	3
		INOV 4010	3		GDD Concentration Course	3
		Natural Science Elective	3		Cross Discipline Core Course	3
		Open Elective	3		Open Elective	3
		TOTAL	15		**TOTAL**	15