

# GAMES BS

UNIVERSITY OF UTAH  
DIVISION OF GAMES

GAMESADVISING  
@UTAH.EDU



## REQUIREMENTS

### GENERAL EDUCATION CORE REQUIREMENTS

- WR1 - Lower Division Writing I
- WR2 - Lower Division Writing II
- AI - American Institutions
- QL - Quantitative Literacy

### BACCALAUREATE DEGREE (BD) REQUIREMENTS

- CW - Upper-Division Communication & Writing
- DV - Diversity
- IR - International Requirement
- DI - Disciplinary Inquiry
- or  QI - Quantitative Intensive

### PREREQUISITE COURSES

*C- or better in each course, and a minimum 3.0 average GPA (within major prerequisite courses). Application to the major is required.*

- GAMES 1010 - Survey of Games
- GAMES 1050 - Digital Content Creation
- COMP 1010 - Programming for All I
- COMP 1020 - Programming for All II

### MAJOR ELECTIVES

*Students should meet with a Games advisor to discuss how to use their GAMES elective options toward their interests and goals. For a complete list of classes, see the current academic schedule and the University catalog.*

- GAMES 3010 - Asset Pipeline
- Games Elective
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### GENERAL EDUCATION BREADTH REQUIREMENTS

- FF - Fine Arts
- HF - Humanities
- LS - Life Science
- PS - Physical Science
- BF - Social/Behavioral Science

### MINIMUM GAMES BS DEGREE REQUIREMENTS

- 122 Credit Hours
- 2.75 Cumulative GPA
- 30 Credit Hour Residence Requirement

### MAJOR REQUIRED COURSES

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

- GAMES 3020 - Ethics in Games
- GAMES 3710 - Traditional Game Development
- GAMES 3720 - Alternative Game Development
- GAMES 4500 - Capstone I
- GAMES 4510 - Capstone II

### ALLIED COURSES

*Students will take four allied classes (outside of GAMES designation) in a minimum of two areas of interest.*

- Allied Course
- Allied Course
- Allied Course
- Allied Course

## SUGGESTED ALLIED COURSES

*This list is not comprehensive. If students have any questions regarding what counts as an Allied credit, that student should contact an advisor ([gamesadvisors@utah.edu](mailto:gamesadvisors@utah.edu)).*

<b>ANTH 1010</b>	Culture and the Human Experience	<b>FILM 2250</b>	Popular Film & TV: Gender & Sexuality
<b>ANTH 3120</b>	Friendship and Social Networks	<b>FILM 2500</b>	Film Production
<b>ANTH 3138</b>	Anthropology Violence, Non-Violence	<b>FILM 2650</b>	Storyboarding/Visual Storytelling
<b>ARCH 1615</b>	Introduction to Architecture	<b>FILM 3420</b>	Sound for Film and Digital Media
<b>ARCH 1630/1632</b>	Basic Arch Comm I & II (each 1.5 cr.)	<b>GNDR 1100</b>	Gender & Social Change
<b>ART 2060</b>	Non-major Digital Photography	<b>GNDR 2235</b>	Celebrity
<b>ARTH 1010</b>	Masterpieces of World Art	<b>GNDR 3040</b>	Psychology of Gender
<b>ARTH 2500</b>	Intro to History of Art & Visual Culture	<b>HIST 3100</b>	The Historian's Craft
<b>CLCV 1550</b>	Classical Mythology	<b>HIST 3900</b>	History Now
<b>CLCV 2780</b>	Graeco-Roman Sport	<b>HIST 4075</b>	Science, Tech, & Society
<b>CLCV 4550</b>	Ancient Myth & Religion	<b>HIST 4085</b>	History of Technology
<b>COMM 3020</b>	Media & Pop Culture	<b>MGT 3000</b>	Principles of Management
<b>COMM 3040</b>	Communication and Relationships	<b>MGT 3600</b>	Leading High Performing Groups & Teams
<b>CS 2100</b>	Discrete Structures	<b>MKTG 2310</b>	Digital and Internet Marketing
<b>CS 3500</b>	Software Practices	<b>PHIL 1001</b>	Philosophy & Ethical Dilemmas
<b>DES 2615</b>	Intro to Design Thinking	<b>PHIL 4540</b>	Engineering, Ethics, and Society
<b>DES 2810</b>	Design History and Theory	<b>PHYS 1010</b>	Elementary Physics: The Way Things Work
<b>ECON 2010</b>	Principles of Microeconomics	<b>PHYS 3330</b>	Physics of Audio & Video
<b>ECON 3150</b>	The Economy of Sex, Drugs, and Crime	<b>PSY 2410</b>	Eat, Work, Play & Sleep: Psych in Everyday
<b>ENGL 2090</b>	Videogames and Storytelling	<b>PSY 3171</b>	Human Factors & Ergonomics
<b>ENGL 2235</b>	Fantasy	<b>PSY 3172</b>	Human Performance & Engineering Psychology
<b>ENGL 5090</b>	Lit, Film, Video Games	<b>THEA 1033</b>	Acting I for Non-Majors
<b>ENTP 1020</b>	Entrepreneurship & Startup Methods	<b>THEA 1050</b>	Intro to Visual Art of Theatre
<b>ENTP 2010</b>	Entrepreneurial Marketing	<b>WRTG 3018</b>	Writing Popular Culture
<b>FILM 1610</b>	Intro to Animation Techniques	<b>WRTG 3040</b>	Digital Storytelling