College of Social & Behavioral Sciences

B.S. Game Design and Development 2022-23 Catalog Checklist

UA GENERAL EDUCATION

COMPOSITION (Select one pair)

ENGL 101 & ENGL 102 **or** &
ENGL 107 & ENGL 108 **or** &
ENGL 109H

MATH
MATH 113, MATH 116, MATH 122B, or higher:
UNIV 101: Intro to the General Education Experience

EXPLORING PERSPECTIVES (EP)
Artist

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Humanist

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Natural Scientist

_____

Social Scientist

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BUILDING CONNECTIONS (BC)

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UNIV 301: GENERAL EDUCATION PORTFOLIO

SECOND LANGUAGE:
2nd semester language proficiency

B.S. GAME DESIGN & DEVELOPMENT

CORE (TAKE ALL NINE):
ISTA 116: Statistical Foundations of the Info. Age

ISTA 130: Computational Thinking and Doing

ISTA 131: Dealing with Data **OR** ESOC 301: Qualitative Internet Research **OR** ESOC 302: Quantitative Methods for the Digital Marketplace

ISTA 350: Programming for Informatics Applications
OR
GAME 351: Intro. to Game Development w/ Unity

ISTA 161: Ethics in a Digital World
ISTA 251: Introduction to Game Design

- ISTA 416: Introduction to Human Computer Interaction **OR** ISTA 424: Virtual Reality

- ISTA 451: Game Development

- ISTA 425: Algorithms for Games **OR** ISTA/GAME 452: Advanced Game Development

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As long as a student abides by the stated pre-requisites, they can be flexible about the order in which they complete the core!

GAMES ELECTIVES: (CHOOSE FIVE)
(*See Page 2 for course options*)

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ENGAGEMENT: (TAKE ONE)
ISTA 498: Senior Capstone

- 45 Total Units required for major
- 2.0 GPA required overall, in major, and minor

MINOR OR 2ᴺᴰ MAJOR

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ADDITIONAL ELECTIVES
(Needed to reach 120/42 UD units)

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	120 Total Units	42 UD Units	
Completed			(UD = 300-499)
In Progress			
End of _____ Term			
Needed			

Overall GPA:	Major GPA:	Minor GPA:

GAME CORE COURSES
Complete all Nine (9) Courses (27 units)

ISTA 116*: Statistical Foundations of the Information Age
  *Requires MATH 107 or higher or equivalent Math placement
ISTA 130*: Computational Thinking and Doing
  *CSC 110 approved substitute for ISTA 130
ISTA 131*: Dealing with Data **OR** ESOC 301: Qualitative Research **OR** ESOC 302: Quantitative Methods
  *ISTA 131 requires CSC 110 or ISTA 130. Computer Science majors/minors may use CSC 120 for this requirement

ISTA 350*: Programming for Informatics Applications **OR** GAME 351: Intro. to Game Development w/ Unity
  *ISTA 350 requires ISTA 116, 130, 131. GAME 351 requires ISTA 130.

ISTA 161: Ethics in a Digital World   ISTA 451*: Game Development
ISTA 251: Introduction to Game Design   *Requires ISTA 350 or CSC 210 or GAME 351

ISTA 424*: Virtual Reality
  *Requires ISTA 350 or CSC 210 or GAME 351
      OR
ISTA 416: Human Computer Interaction

ISTA 425*: Algorithms for Games
  *Requires ISTA 350 or CSC 210 or GAME 351
      OR
GAME/ISTA 452*: Advanced Game Development
  *Requires ISTA 451
As long as students abide by the pre-requisites, they may be flexible about the order in which they complete the core

GAMES ELECTIVES
Choose any Five (5) Courses (15 UD units)

- ESOC 300: Digital Storytelling and Culture
- ESOC 316: Digital Commerce
- ESOC 318: Disruptive Technologies
- ESOC 340: Information, Multimedia Design & the Moving Image
- GAME 310: Gamification in Society
- GAME 311: eSports Industries
- GAME 312: Monetizing Independent Gaming
- GAME/ISTA 452: Advanced Game Development
  - Requires ISTA 451
- ISTA 301: Computing and the Arts
- ISTA 302: Technology of Sound
- ISTA 303: Introduction to Creative Coding
  - Requires ISTA 130 or CSC 110 or ECE 175
- ISTA 421: Introduction to Machine Learning
- ISTA 424: Virtual Reality
  - Requires ISTA 350 or CSC 210 or GAME 351
- ISTA 450: Artificial Intelligence
  - Requires ISTA 350
- ISTA 457: Neural Networks
  - Requires ISTA 350
- LIS 484: Introduction to Copyright