# Game Development Concentration

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMS 404</td>
<td>Video Games &amp; Society</td>
<td>4</td>
</tr>
<tr>
<td>CSC 371</td>
<td>Game Design</td>
<td>4</td>
</tr>
<tr>
<td>CSC 377</td>
<td>Introduction to Mixed Reality</td>
<td>4</td>
</tr>
<tr>
<td>CSC 378</td>
<td>Interactive Entertainment Engineering</td>
<td>4</td>
</tr>
<tr>
<td>ISLA 340</td>
<td>Media Arts and Technologies: Storytelling</td>
<td>4</td>
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Select from the following: 4

- ART 182  Foundation in Digital Art I
- ART 183  Foundation in Digital Art II
- ART 376  The Art of Mixed Reality
- ART 384  Digital 3D Modeling and Design
- CSC 309  Software Engineering II
- CSC 471  Introduction to Computer Graphics
- CSC 473  Advanced Rendering Techniques
- CSC 474  Computer Animation
- CSC 476  Real-Time 3D Computer Graphics Software
- CSC 478  Current Topics in Computer Graphics
- CSC 480  Artificial Intelligence
- ISLA 240  Introduction to Media Arts and Technologies
- ISLA 341  Media Arts and Technologies: Cinematic Process
- ENGL 387  Fiction Writing
- ENGL 411  New Media Arts I
- ENGL 412  New Media Arts II

Mathematics/Statistics Elective

Select from the following: 4

- MATH 241  Calculus IV
- MATH 248  Methods of Proof in Mathematics
- MATH 306  Linear Algebra II
- MATH 335  Graph Theory
- MATH 336  Combinatorial Math
- MATH 437  Game Theory
- MATH 470  Selected Advanced Topics
- STAT 305  Introduction to Probability and Simulation
- STAT 323  Design and Analysis of Experiments I
- STAT 324  Applied Regression Analysis
- STAT 330  Statistical Computing with SAS
- STAT 331  Statistical Computing with R
- STAT 334  Applied Linear Models
- STAT 416  Statistical Analysis of Time Series
- STAT 418  Categorical Data Analysis
- STAT 419  Applied Multivariate Statistics
- STAT 434  Statistical Learning: Methods and Applications

Total units 28

1 Note: Course prerequisite is ISLA 240 (http://catalog.calpoly.edu/search/?P=ISLA%20240) or the completion of an ART or TH course in GE Area C1
2 An additional 4 units of CPE/CSC Technical Electives is needed if CPE/CSC 123 is not taken in the major.