

# GAME DEVELOPMENT CONCENTRATION

COMS 404	Video Games & Society	4
CSC 371	Game Design	4
CSC 377	Introduction to Mixed Reality	4
CSC 378	Interactive Entertainment Engineering	4
Select from the following: <sup>1</sup>		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 340	Media Arts and Technologies: Storytelling	
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 334	Combinatorial Math	
MATH 335	Graph Theory	
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

24

<sup>1</sup> An additional 4 units of CPE/CSC Technical Electives is needed if CPE/CSC 123 is not taken in the major.