Entertainment Arts and Engineering
B.S. in Games Requirements
elizabeth@eae.utah.edu • kelly@eae.utah.edu

This document will help you to understand and track the requirements for the B.S. in Games degree. Please be aware that each student should meet regularly with an advisor to ensure that the student’s unique interests and needs are being met.

Note: 40 Upper-Division Semester Hours are required for all Bachelor's degrees*

Prerequisites for the Major - 12 Semester Hours:
C- or better in each course, and a minimum 3.0 average GPA (within major prerequisite courses) required to apply for full major status.

___ EAE 1010, Survey of Games.................................................................3
___ EAE 1050, Digital Content Creation..................................................3
___ COMP 1010, Programming for All 1: Beginning Programming...........3
___ COMP 1020, Programming for All 2: Extended Applications..............3

General Education Requirements - 53 Semester Hours:

___ (WR2) WRTG 2010 Intermediate Writing..............................................3
___ (CW/QB) WRTG 4030 Visual Rhetoric OR other CW*........................3
___ (IR) International elective*.................................................................3
___ (DV) GNDR 1100 Gender & Social Change OR other DV..................3
___ (AI) American Institutions elective....................................................3
   HIST 1700, ECON 1740, or POLS 1100
___ (QA) Math 1030 Intro to Quantitative Reasoning..............................3
___ (QI) Quantitative Intensive Requirement (QI)*.................................4
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Intellectual Exploration (IE) Requirement

___ (FF) DES 2615 Intro to Design Thinking or other FF........................3
___ (FF) Fine Arts (FF)...............................................................................3
___ (HF) ENGL 2090 Videogames & Storytelling or other HF.................3
___ (HF) Humanities................................................................................3
___ (SF) Physical/Life Science..................................................................3
___ (SF/AS) Physical/Life Science or Applied Science...............................3
___ (BF) GNDR 1100 Gender & Social Change or other BF.....................3
___ (BF) COMM 2110 Intro to Interpersonal Communication or other BF...3
Major Requirements - 47 Semester Hours:

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

___ EAE 3020 Ethics in Games*…………………………………………………………………………...3
___ EAE 3710 Traditional Game Development *……...(Prereqs: EAE 3010, COMP 1020)…………..4
___ EAE 3720 Alternative Game Development *……...(Prereqs: EAE 3010, COMP 1010)………….4
___ EAE 4500 Senior Project I*.............(Prereqs: EAE 3710, EAE 3720 & Senior Level)…………3
___ EAE 4510 Senior Project II*………………(Prereq: EAE 4500)………………………………….3

EAE Electives - 30 Semester Hours (Min. FOUR at 3000+ Level):

Students should plan to meet with an EAE advisor to discuss how to use their EAE elective course options to best suit their interests and goals. For example, these courses could be used to focus on specific areas of interest such as: Game Design, Game Arts, Technical Art, Game Production. For a complete list of available classes, please see the current academic schedule.

___ EAE Elective 3XXX*.....................3
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Allied Hours - 12 Semester Hours:

Students will take four allied classes (outside the EAE dept) in a minimum of two areas of interest.

___ Allied Course.........................3
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___ Allied Course.........................3
___ Allied Course.........................3

Suggested Allied Hours:

Some courses may have pre requisites you are required to complete before registering.

ANTH 2040 Anthropology of Humor FILM 1610 Intro to Animation Techniques
ARCH 1615 Introduction to Architecture FILM 2650 Storyboarding/Visual Storytelling
ARCH 1630 Architectural Graphics FILM 3500 Film Production I
ART 1040 Non-major Basic Design GNDR 1100 Gender and Social Change
ART 3600 History of Graphic Design GNDR 2250 Popular Film & TV: Gender & Sexuality
ARTH 1010 Masterpieces of World Art HIST 2500 The Olympic Games: Ancient and Modern
ARTH 2500 Intro to History of Art & Visual Culture HIST 3100 The Historian's Craft
BUS 2320 Purposeful Leadership MGT 3000 Principles of Management
BUS 2700 Smart Decisions MKTG 2310 Digital and Internet Marketing
CLCV 4550 Ancient Myth and Religion PHIL 1001 Philosophy & Ethical Dilemmas
COMM 3020 Media & Pop Culture PHIL 4540 Engineering, Ethics, and Society
COMM 3040 Communication and Relationships PHYS 1010 Elementary Physics: The Way Things Work
CS 2050 Making Noise: Sound Art & Digital Media PHYS 3330 Physics of Audio and Video
CS 2100 Discrete Structures PSY 2410 Eat, Work, Play & Sleep: Psych in Everyday
CS 3500 Software Practice PSY 3171 Human Factors & Ergonomics
DES 1630 Rapid Visualization PSY 3172 Human Performance & Eng. Psych.
DES 1631 Digital Communication THEA 1033 Acting I for Non-majors
DES 2615 Intro to Design Thinking THEA 1050 Intro to Visual Art of Theatre
ECON 2010 Principles of Microeconomics WRTG 3018 Writing Popular Culture
ECON 3150 The Econ. of Sex, Drugs, and Crime WRTG 3040 Digital Storytelling
ENGL 2090 Videogames and Storytelling WRTG 4030 Visual Rhetoric: Word/Image/Argument
ENTP 1020 Entrepreneurship and the Startup Methods