Entertainment Arts and Engineering
B.S. in Games Requirements
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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** *(Prereqs: EAE 3010, COMP 1020)* ...3
- **EAE 3710 Traditional Game Development** *(Prereqs: EAE 3010, COMP 1010)* ...4
- **EAE 3720 Alternative Game Development** *(Prereqs: EAE 3710, EAE 3720 & Senior Level)* ...3
- **EAE 4500 Senior Project I** *(Prereqs: EAE 4500)* ...3
- **EAE 4510 Senior Project II** *(Prereqs: 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
- **EAE Elective XXXX** ...3
- **EAE Elective 3XXX** ...3
- **EAE Elective XXXX** ...3
- **EAE Elective 3XXX** ...3
- **EAE Elective XXXX** ...3

**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
- **Allied Course** ...3
- **Allied Course** ...3
- **Allied Course** ...3

**Suggested Allied Hours:**
Some courses may have pre requisites you are required to complete before registering.

- ANTH 2019 What Makes us Human?
- ANTH 2040 Anthropology of Humor
- ARCH 1615 Introduction to Architecture
- ARCH 1630 Architectural Graphics
- ART 1040 Non-major Basic Design
- ART 3600 History of Graphic Design
- ARTH 1010 Masterpieces of World Art
- ARTH 2500 Intro to History of Art & Visual Culture
- BUS 2320 Purposeful Leadership
- BUS 2700 Smart Decisions
- CLCV 4550 Ancient Myth and Religion
- COMM 3020 Media & Pop Culture
- COMM 3040 Communication and Relationships
- CS 2050 Making Noise: Sound Art & Digital Media
- CS 2100 Discrete Structures
- CS 3500 Software Practice
- DES 1630 Rapid Visualization
- DES 1631 Digital Communication
- DES 2615 Intro to Design Thinking
- ECON 2010 Principles of Microeconomics
- ECON 3150 The Econ. of Sex, Drugs, and Crime
- ENGL 2090 The Econ. of Sex, Drugs, and Crime
- ENTP 1020 Entrepreneurship and the Startup Methods
- ENTP 2010 Entrepreneurial Marketing
- FILM 1610 Intro to Animation Techniques
- FILM 2500 Film Production
- FILM 2650 Storyboarding/Visual Storytelling
- GNDR 1100 Gender and Social Change
- GNDR 2250 Popular Film & TV: Gender & Sexuality
- HIST 2500 The Olympic Games: Ancient and Modern
- HIST 3100 The Historian’s Craft
- MGT 3000 Principles of Management
- MKTG 2310 Digital and Internet Marketing
- PHIL 1001 Philosophy & Ethical Dilemmas
- PHIL 4540 Engineering, Ethics, and Society
- PHYS 1010 Elementary Physics: The Way Things Work
- PHYS 3330 Physics of Audio and Video
- PSY 2410 Eat, Work, Play & Sleep: Psych in Everyday
- PSY 3171 Human Factors & Ergonomics
- PSY 3172 Human Performance & Eng. Psych.
- PSY 3172 Human Performance & Eng. Psych.
- THEA 1033 Acting I for Non-majors
- THEA 1050 Intro to Visual Art of Theatre
- WRTG 3018 Writing Popular Culture
- WRTG 3040 Digital Storytelling
- WRTG 4030 Visual Rhetoric: Word/Image/Argument