



Entertainment Arts and Engineering B.S. in Games Requirements Aug 2021

miranda@eae.utah.edu • kelly@eae.utah.edu

Prerequisites for the Major - 12 Credit Hours:

C- or better in each course, and a minimum 3.0 average GPA (within major prerequisite courses) required to apply

___ 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 - 51 Credit Hours:

___ (WR2) WRTG 2010 Intermediate Writing.....	3
___ (CW) Upper Division Communication/Writing (Suggested: WRTG 4030 Visual Rhetoric).....	3
___ (IR) International Requirement*.....	3
___ (DV) Diversity Requirement (Suggested: GNDR 1100 Gender & Social Change	3
___ (AI) American Institutions	3
___ (QA) Math 1030 Intro to Quantitative Reasoning.....	3
___ (QB) Quantitative Reasoning - Statistics/Logic.....	3
___ (QI) Quantitative Intensive Requirement *.....	3
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Intellectual Exploration (IE) Requirement

___ (FF) Fine Art(Suggested: DES 2615 Intro to Design Thinking)	3
___ (FF) Fine Art	3
___ (HF) Humanities(Suggested: ENGL 2090 Videogames & Storytelling)	3
___ (HF) Humanities	3
___ (SF) Physical/Life Science	3
___ (SF/AS) Physical/Life Science or Applied Science.....	3
___ (BF) Social/ Behavioral Science (Suggested: GNDR 1100 Gender & Social Change).....	3
___ (BF) Social/ Behavioral Science.... (Suggested: COMM 2110 Intro to Interpersonal Communication).....	3

Major Requirements - 47 Credit 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 Credit Hours (Min. FOUR at 3000+ Level):

Students should meet with an EAE advisor to discuss how to use their EAE elective options toward their interests and goals. These courses could be used to focus on specific areas of interest: Game Design, Game Arts, Technical Art, Game Production. For a complete list of classes, see the current academic schedule.

___ EAE Elective 3XXX.....	3	___ EAE Elective XXXX.....	3
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___ EAE Elective 3XXX.....	3	___ EAE Elective XXXX.....	3
___ EAE Elective XXXX.....	3	___ EAE Elective XXXX.....	3

Allied Hours - 12 Credit 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 Courses:

Some courses may have required prerequisites.

*Courses that are used as General Education courses (above) will NOT double count towards Allied Courses.

ANTH 1010 Culture and the Human Experience	FILM 2250 Popular Film & TV: Gender & Sexuality
ANTH 3120 Friendship and Social Networks	FILM 2500 Film Production
ANTH 3138 Anthropology Violence, Non-Violence	FILM 2650 Storyboarding/Visual Storytelling
ARCH 1615 Introduction to Architecture	FILM 3420 Sound for Film and Digital Media
ARCH 1630/1632 Basic Arch Comm I & II (each 1.5 cr)	GNDR 1100 Gender and Social Change
ART 2060 Non-major Digital Photography	GNDR 2235 Celebrity
ARTH 1010 Masterpieces of World Art	GNDR 3040 Psychology of Gender
ARTH 2500 Intro to History of Art & Visual Culture	HIST 3100 The Historian's Craft
CL CV 1550 Classical Mythology	HIST 3900 History Now
CL CV 2780 Graeco-Roman Sport	HIST 4075 Science, Technology, & Society
CL CV 4550 Ancient Myth and Religion	HIST 4085 History of Technology
COMM 3020 Media & Pop Culture	MGT 3000 Principles of Management
COMM 3040 Communication and Relationships	MGT 3600 Leading High Performing Groups and Teams
CS 2100 Discrete Structures	MKTG 2310 Digital and Internet Marketing
CS 3500 Software Practice	PHIL 1001 Philosophy & Ethical Dilemmas
DES 1630 Rapid Visualization	PHIL 4540 Engineering, Ethics, and Society
DES 2615 Intro to Design Thinking	PHYS 1010 Elementary Physics: The Way Things Work
DES 2810 Design History and Theory	PHYS 3330 Physics of Audio and Video
ECON 2010 Principles of Microeconomics	PSY 2410 Eat, Work, Play & Sleep: Psych in Every
ECON 3150 The Econ. of Sex, Drugs, and Crime	PSY 3171 Human Factors & Ergonomics
ENGL 2090 Videogames and Storytelling	PSY 3172 Human Performance & Eng. Psych.
ENGL 2235 Fantasy	THEA 1033 Acting I for Non-majors
ENGL 5090 Lit, Film, Video Games	THEA 1050 Intro to Visual Art of Theatre
ENTP 1020 Entrepreneurship & Startup Methods	UGS 2050 Making Noise: Sound Art & Digital Media
ENTP 2010 Entrepreneurial Marketing	WRTG 3018 Writing Popular Culture
EP PS 3565 Writing & Communicating in Digital Enviro	WRTG 3040 Digital Storytelling
FILM 1610 Intro to Animation Techniques	WRTG 4030 Visual Rhetoric: Word/Image/Argument