Entertainment Arts and Engineering
B.S. in Games Requirements

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
___ EAE 1050 Digital Content Creation
___ COMP 1010 Programming for All 1: Beginning Programming
___ COMP 1020 Programming for All 2: Extended Applications

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 (Prereq: WR2)
___ EAE 3710 Traditional Game Development (Prereqs: EAE 3010, COMP 1020)
___ EAE 3720 Alternative Game Development (Prereqs: EAE 3010, COMP 1010)
___ EAE 4500 Senior Project I (Prereqs: EAE 3710, EAE 3720 & Senior Level)
___ EAE 4510 Senior Project II (Prereq: EAE 4500)

EAE Electives (10) - 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.

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General Education Requirements - 51 Credit Hours:
___ (WR2) WRTG 2010 Intermediate Writing
___ (CW) Upper Division Communication/Writing (Suggested: WRTG 4030 Visual Rhetoric)
___ (IR) International Requirement
___ (DV) Diversity Requirement
___ (AI) American Institutions
___ (QA) Math 1030 Intro to Quantitative Reasoning
___ (QB) Quantitative Reasoning - Statistics/Logic
___ (QI) Quantitative Intensive Requirement
___ (QI) Quantitative Intensive Requirement

Intellectual Exploration (IE) Requirement
___ (FF) Fine Art (Suggested: DES 2615 Intro to Design Thinking)
___ (FF) Fine Art
___ (HF) Humanities Suggested: ENGL 2090 Videogames & Storytelling)
___ (HF) Humanities
___ (SF) Physical/Life Science
___ (SF/AS) Physical/Life Science or Applied Science
___ (BF) Social/ Behavioral Science
___ (BF) Social/ Behavioral Science (Suggested: COMM 2110 Intro to Interpersonal Communication)
**Allied Courses (4) - 12 Credit Hours:**
Students will take four allied classes (outside the EAE dept) in a minimum of two areas of interest.

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<thead>
<tr>
<th>Allied Course</th>
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**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.*

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

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