

## ACADEMIC ADVISING

*Partnering with students to successfully navigate college*

**Location:** Main Hall 208

**Phone:** 719.255.3260

**Website:** [Academic Advising](http://www.uccs.edu/academic-advising)

**Connect With Your Advisor**

Current UCCS Students

- Appointments: [www.uccs.edu/advising/current-students](http://www.uccs.edu/advising/current-students)

Prospective Students: [www.uccs.edu/admissions/contact](http://www.uccs.edu/admissions/contact)

## GENERAL ACADEMIC INFORMATION

### Minimum Graduation Requirements

- 120 credit hours
- 45 upper-division credit hours (3000-4999 level)
- 2.0 CU cumulative GPA
- Residency: Last 30 credit hours of degree must be completed while registered in the College Engineering & Applied Science at UCCS

### Student Responsibilities

Students are required to know and follow:

- All academic policies set forth by the University, College, and academic department in the UCCS Catalog: [catalog.uccs.edu](http://catalog.uccs.edu)
- All course prerequisites designated by the University. Failure to meet course prerequisites may result in an administrative drop of the course from a student's schedule. See degree audit for course prerequisites within the academic major.

## DEGREE REQUIREMENTS

Explore Game Design and Development: [BI in Game Design & Development - \(uccs.edu\)](http://www.uccs.edu/degree-requirements)

Major Requirements			
<b>Game Design &amp; Development Core Courses</b> (48 hours) <ul style="list-style-type: none"> <li>• Requires a minimum of 33 credit hours of CS course work, with an additional 15 hours in a required Specialty Area.</li> <li>• Requires a minimum of 27 credit hours of upper-division (3000-4999 level) CS and GDD course work.</li> <li>• All CS and GDD courses must be completed with a grade of "C" or better.</li> </ul>	Complete all of the following courses:		
	Core Competency	Complete all of the following courses: GDD 1100 - Intro to Game Development GDD 1200 - Intro to Programming for Game Developers GDD 2100 - Game Design for Diverse Populations GDD 2200 - Object-Oriented Analysis, Design, and Implementation GDD 2810 - Game Asset Pipelines GDD 4900 - Commercial Game Development Practicum	18
	Team Courses	Complete the following three-course sequence in the order listed: 1. GDD 2150 - Fundamental Game Design Concepts 2. CS 3350 - Team-Based Game Production 3. GDD 3200 (spring only) - Team-Based Game Testing & Deployment	9
	Required Specialty Area	Complete all courses in <b>one</b> of the Specialty Areas listed below, for a total of 15 credit hours.	
		<b>Game Art</b> GDD 2820, 3820, 3830, 4830, 4890	15
		<b>Game Design</b> CS 2250, GDD 3100, 3400, 4100, 4150	15
		<b>Game Programming</b> CS 2250, GDD 3210, 3400, 4250, 4500	15
	GDD or CS electives	Complete 6 hours of unused upper-division (3000 level or above) GDD or CS electives.	6
<b>BI Innovation Core</b> (24 hours)	INOV 1000 or INOV 1001	Introduction to Entrepreneurship or Social Entrepreneurship	3
	INOV 1010 or INOV 1011	The Innovation Process or Social Innovation	3
	INOV 2010	Innovation Team: Analyze and Report	3
	INOV 2100	Technical Writing, Proposals, and Presentations	3
	INOV 2500	Business Law and Innovation	3
	INOV 3010	Innovation Team: Research and Execute	3
	INOV 4010	Innovation Team: Design and Lead	3
	INOV 4500	Entrepreneurship and Strategy	3
<b>BI Cross-Discipline Core</b> (15 hours)	Complete one of the Cross-Discipline Cores listed below. Each Cross-Discipline Core consists of 15 credit hours. See the degree audit or Academic Catalog for specific courses: <a href="http://catalog.uccs.edu/">catalog.uccs.edu/</a> <b>Creative Communication*</b> <b>Business, Globalization, Inclusive Education, Custom (for Veterans and Transfer students only)</b> <i>*Note: The default Cross-Discipline Core for GDD students is the Creative Communication core. If a different Core is chosen, a VA and a MUS course from the Creative Communication Core must still be completed.</i>		15

General Education and Elective Requirements		
<b>Core Writing Requirement</b> (3 hours)	<ul style="list-style-type: none"> <li>ENGL 1310, 1308, or 1305 (<i>Students choosing ENGL 1305 must complete ENGL 1300 first.</i>)</li> <li>Writing Portfolio – PORT 3000 (0 credits) or PORT 4000 (1 credit) or alternative – See Degree Audit</li> </ul>	
<b>Mathematics</b> (7 hours) <ul style="list-style-type: none"> <li>Courses must be completed with a grade of “C” or better.</li> </ul>	<ul style="list-style-type: none"> <li>MATH 1350</li> <li>CS 2300 or MATH 3130</li> </ul>	
<b>Basic Science</b> (8 hours)	<ul style="list-style-type: none"> <li>PES 1110</li> <li>PES 1160</li> <li>Complete an additional 3 hours of natural sciences from these departments: BIOL, CHEM, GES, GEOL, or PHES</li> </ul>	
<b>Compass Curriculum</b> (3 hours) <ul style="list-style-type: none"> <li>Explore and Navigate courses must be taken in departments other than the major.</li> <li>Writing Intensive, Inclusiveness, and Sustainability courses may count toward other requirements within the degree.</li> </ul>	Component	Course
	<b>Gateway</b>	GPS 1010
	<b>Explore – Arts, Humanities and Cultures</b>	INOV 1010 or INOV 1011 (included in BI Core)
	<b>Explore – Society, Behavior and Health</b>	INOV 1000 or INOV 1001 (included in BI Core)
	<b>Explore – Physical and Natural World</b>	PES 1110 (included in Basic Science requirement)
	<b>Navigate</b>	INOV 3010 (included in BI Core)
	<b>Summit</b>	INOV 4500 (included in BI Core)
	<b>Writing Intensive Courses (WIC)</b> <i>Two courses with one upper-division (3000+ level)</i>	<ul style="list-style-type: none"> <li>INOV 2010 (included in BI Core)</li> <li>INOV 3010 (included in BI Core)</li> </ul>
	<b>Inclusiveness</b>	INOV 1010 or INOV 1011 (included in BI Core)
	<b>Sustainability</b>	INOV 1000 or INOV 1001 (included in BI Core)
<b>Open Electives</b> (12 hours)	Complete any 12 hours of Elective coursework except Computer Science courses numbered below CS 1150, or Math courses numbered below MATH 1350.	

## FOUR-YEAR DEGREE PLAN

Please note that this is an *example* degree program and your program may vary. **Students are responsible for completing all course prerequisites.**

Year One	✓	FALL	Hours	✓	SPRING	Hours
		ENGL 1310	3		GDD 1200	3
		INOV 1000 or INOV 1001	3		INOV 1010 or INOV 1011	3
		GDD 1100	3		PES 1110	4
		GPS 1010	3		PES 1160	1
		MATH 1350	4		Open Elective	3
		<b>TOTAL</b>	16		<b>TOTAL</b>	14

Year Two	✓	FALL	Hours	✓	SPRING	Hours
		INOV 2500	3		INOV 2100	3
		CS 2300 or MATH 3130	3		INOV 2010	3
		GDD 2200	3		GDD 2150	3
		Cross Discipline Core Course	3		GDD 2810	3
		Open Elective	3		Specialty Area Course	3
		<b>TOTAL</b>	15		<b>TOTAL</b>	15

Year Three	✓	FALL	Hours	✓	SPRING	Hours
		CS 3350	3		INOV 3010	3
		GDD 2100	3		GDD 3200 ( <i>spring only</i> )	3
		Specialty Area Course	3		Specialty Area Course	3
		Cross Discipline Core Course	3		Cross Discipline Core Course	3
		Basic Science elective	3		Cross Discipline Core Course	3
		<b>TOTAL</b>	15		<b>TOTAL</b>	15

Year Four	✓	FALL	Hours	✓	SPRING	Hours
		INOV 4010	3		INOV 4500	3
		Specialty Area Course	3		GDD 4900	3
		Upper-Division (UD) Cross Discipline Core Course	3		Specialty Area Course	3
		UD GDD or CS Elective	3		UD GDD or CS Elective	3
		UD Open Elective	3		UD Open Elective	3
		<b>TOTAL</b>	15		<b>TOTAL</b>	15