

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)

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Current UCCS Students

- Appointments: www.uccs.edu/advising/current-students

Prospective Students: 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
- 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/bi-in-game-design-development)

Major Requirements			
Game Design & Development Core Courses (48 hours) • Requires a minimum of 33 credit hours of CS course work, with an additional 15 hours in a required Specialty Area. • Requires a minimum of 27 credit hours of upper-division (3000-4999 level) CS and GDD course work. • All CS and GDD courses must be completed with a grade of "C" or better.	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 one of the Specialty Areas listed below, for a total of 15 credit hours.	
		Game Art GDD 2820, 3820, 3830, 4830, 4890	15
		Game Design CS 2250, GDD 3100, 3400, 4100, 4150	15
BI Innovation Core (24 hours)	GDD or CS electives	Game Programming CS 2250, GDD 3210, 3400, 4250, 4500	15
		Complete 6 hours of unused upper-division (3000 level or above) GDD or CS electives.	6
	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
BI Cross-Discipline Core (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: catalog.uccs.edu/ Creative Communication* Business, Globalization, Inclusive Education, Custom (for Veterans and Transfer students only) <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		
Core Writing Requirement (3 hours)	- ENGL 1310, 1308, or 1305 (<i>Students choosing ENGL 1305 must complete ENGL 1300 first.</i>) - Writing Portfolio – PORT 3000 (0 credits) or PORT 4000 (1 credit) or alternative – See Degree Audit	
Mathematics (7 hours) Courses must be completed with a grade of "C" or better.	- MATH 1350 - CS 2300 or MATH 3130	
Basic Science (8 hours)	- PES 1110 - PES 1160 - Complete an additional 3 hours of natural sciences from these departments: ASTR, BIOL, CHEM, GES, GEOL, or PES	
Compass Curriculum (3 hours) - Explore and Navigate courses must be taken in departments other than the major. - Writing Intensive, Inclusiveness, and Sustainability courses may count toward other requirements within the degree.	Component	Course
	Gateway	GPS 1010
	Explore – Arts, Humanities and Cultures	INOV 1010 or INOV 1011 (included in BI Core)
	Explore – Society, Behavior and Health	INOV 1000 or INOV 1001 (included in BI Core)
	Explore – Physical and Natural World	PES 1110 (included in Basic Science requirement)
	Navigate	INOV 3010 (included in BI Core)
	Summit	INOV 4500 (included in BI Core)
	Writing Intensive Courses (WIC) <i>Two courses with one upper-division (3000+ level)</i>	- INOV 2010 (included in BI Core) - INOV 3010 (included in BI Core)
	Inclusiveness	INOV 1010 or INOV 1011 (included in BI Core)
	Sustainability	INOV 1000 or INOV 1001 (included in BI Core)
Open Electives (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
		TOTAL	16		TOTAL	14

Year Two	✓	FALL	Hours	✓	SPRING	Hours
		INOV 2010	3		INOV 2100	3
		INOV 2500	3		GDD 2150	3
		GDD 2200	3		GDD 2810	3
		Cross Discipline Core Course	3		CS 2300 or MATH 3130	3
		Open Elective	3		Specialty Area Course	3
		TOTAL	15		TOTAL	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
		TOTAL	15		PORT 3000	0
					TOTAL	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
		TOTAL	15		TOTAL	15