

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

Prospective Students: www.uccs.edu/admissions/contact

GENERAL ACADEMIC INFORMATION

Minimum Graduation Requirements

- 120 credit hours
- 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: [Bl in Game Design & Development - \(uccs.edu\)](http://www.uccs.edu/bl-in-game-design-and-development)

Major Requirements			
Game Design & Development Core Courses (48 hours) <i>You must be admitted into the College of Engineering in order to take any CS coursework.</i> <i>All GDD courses require a grade of "C" or better.</i>	Complete all of the following courses:		
	Core Competency	Complete all of the following courses: GDD 1100, 1200, 2100, 2200, 2810, 4900	18
	Team Courses	Complete the following three-course sequence in the order listed: 1. GDD 2150 2. CS 3350 3. GDD 3200 (spring only)	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
		Game Programming 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
BI Innovation Core (24 hours) *NOTE: ENTP 1001 and INOV 1011 may be taken as alternatives to these courses.	BLAW 2010	Business and Intellectual Property Law	3
	ENTP 1000*	Introduction to Entrepreneurship	3
	ENTP 4500	Entrepreneurship and Strategy	3
	INOV 1010*	The Innovation Process	3
	INOV 2010	Innovation Team: Analyze and Report	3
	INOV 2100	Technical Writing, Proposals, and Presentations	3
	INOV 3010	Innovation Team: Research and Execute	3
	INOV 4010	Innovation Team: Design and Lead	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/ Business Creative Communication Globalization Inclusive Education Custom (for Veterans and Transfer students only) Note: The default Cross-Discipline Core for GDD students is the Creative Communication core. If a GDD student wants to take Business or Globalization cores instead, they can, but they're still required to take the VA course and the MUS course from the Creative Communication core.		15

General Education and Elective Requirements		
Core Writing Requirement (3 hours)	<ul style="list-style-type: none"> ENGL 1310, 1308, or 1305 (<i>Students choosing ENGL 1305 must complete ENGL 1300 first.</i>) PORT 3000 (0 Credits) – Writing Portfolio 	
Mathematics (7 hours)	<ul style="list-style-type: none"> MATH 1350 CS 2300 	
Basic Science (8 hours)	<ul style="list-style-type: none"> PES 1110 PES 1160 Complete an additional 3 hours of natural sciences from these departments: BIOL, CHEM, GES, GEOL, or PHES 	
Compass Curriculum (3 hours) <ul style="list-style-type: none"> Explore and Navigate courses must be outside major requirements Writing Intensive, Inclusiveness, and Sustainability courses can count towards other requirements within degree 	Component	Course
	Gateway	GPS 1010
	Explore – Arts, Humanities and Cultures	INOV 1010 (included in BI Core requirements)
	Explore – Society, Behavior and Health	ENTP 1000 (included in BI Core requirements)
	Explore – Physical and Natural World	PES 1110 (included in Basic Science requirement)
	Navigate	INOV 3010 (included in BI Core requirements)
	Summit	ENTP 4500 (included in BI Core requirements)
	Writing Intensive Courses (WIC) <i>Two courses with one upper-division (3000+ level)</i>	<ul style="list-style-type: none"> INOV 2010 (included in BI Core requirements) INOV 3010 (included in BI Core requirements)
	Inclusiveness	INOV 1010 (included in BI Core requirements)
	Sustainability	ENTP 1000 (included in BI Core requirements)
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
		ENTP 1000 or 1001	3		INOV 1010 or 1011	3
		GDD 1100	3		PES 1110	4
		GPS 1010	3		PES 1160	1
		MATH 1350	4		Cross Discipline Core Course	3
		TOTAL	16		TOTAL	14

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

Year Four	✓	FALL	Hours	✓	SPRING	Hours
		INOV 4010	3		ENTP 4500	3
		GDD Specialty Area Course	3		GDD 4900	3
		Cross Discipline Core Course	3		GDD Specialty Area Course	3
		GDD or CS Elective	3		GDD or CS Elective	3
		Open Elective	3		Open Elective	3
		TOTAL	15		TOTAL	15