College of Engineering & Applied Science – B.I. Game Design & Development

Academic Advising Hours:
Location: Main Hall 208
Hours: Monday–Friday: 9am-4pm Appointments Only (except Wednesday afternoons)
  Drop-in Advising every Wednesday from 1pm-4:30pm
  Call: (719) 255-3260
Website: www.uccs.edu/advising

General Academic Information

Academic Policies
It is the responsibility of each student to know and follow all Academic policies established by the University and the College of Engineering & Applied Science (EAS) that are set forth in the Catalog (catalog.uccs.edu).

Course Prerequisites
Students are responsible for knowing and completing all course prerequisites. Course prerequisites are strictly enforced for all classes at UCCS.

Residency, Restrictions, and Limitations
Students must be admitted into the College of Engineering and Applied Science as well as complete at least the final 30 credit hours of coursework exclusively at UCCS. Only three hours of Independent Study may count toward the degree. Credit for work experience, Military Science, and ROTC – when granted – is generally not applicable to degree fulfillment.

Probation/Suspension
Students whose full-time semester's or cumulative GPA falls below 2.0 will be placed on probation for the next semester in which they are enrolled in the College of Engineering & Applied Science and will be notified by email and mail. If, after that semester, the semester or cumulative GPA is still below 2.0, the student will be suspended from the college. PLEASE NOTE: *While on probation, registration for the subsequent semester will be blocked until final grades are posted for the current semester. This is to verify that the minimum semester GPA for each student has been fulfilled.*

UCCS Bachelor of Innovation, Game Design & Development Major Degree Requirements
> A minimum of 120 hours must be completed with a cumulative CU grade point average of 2.0.
> The last 30 hours of the degree must be completed while registered in the College of Engineering and Applied Science at UCCS.

> Courses numbered below 1000 do not count towards degree completion.
> This guide is provided for student use only. It does not represent an official documentation of a student's progress towards completion of their degree program. The B.I. Game Design and Development program requires a minimum 2.0 GPA in all CS course work taken in order to graduate.

Compass Curriculum
Compass Curriculum is the campus-wide general education program at UCCS. The Compass Curriculum has multiple components many of which will coincide with the degree requirements listed in this guide. Please visit the Compass Curriculum website at www.uccs.edu/compasscurriculum, review your degree audit, or check out the Compass Curriculum advising guide for specific course details. The required components are listed below and referenced in the guide.

REQUIRED COMPASS CURRICULUM COMPONENTS:

Component	Course
Gateway	GPS 1010
Explore – Arts, Humanities and Cultures	INOV 1010
Explore – Society, Behavior and Health	ENTP 1000
Explore – Physical and Natural World	PES 1110
Navigate	INOV 3010
Summit	ENTP 4500
Writing Intensive Course (WIC)[1] *Two courses with at least one upper-division (3000+ level).*	INOV 2010 INOV 3010
Inclusiveness[1]	INOV 1010
Sustainability[1]	ENTP 1000

[1] *Can count towards other requirements within the Compass Curriculum or within a student's degree program.*

DEPARTMENT OF COMPUTER SCIENCE

Department website: www.uccs.edu/cs

Degree Requirements	Courses		
Game Design & Development Core Courses (45 hours) *You must be admitted into the College of Engineering in order to take any CS coursework.*	Complete all of the following courses:		
	GDD 1100	Intro to Game Development	3
	GDD 1200	Intro to Programming for Game Developers	3
	GDD 2100	Game Design for Diverse Populations *(pre-req GDD 1100)*	3
	GDD 2150	Fundamental Game Design Concepts	3
	GDD 2200	Object Oriented Analysis, Design & Implementation *(pre-req GDD 1200)*	3
	GDD 3400	Artificial Intelligence for Games *(pre-req CS 2250)*	3
	GDD 4900	Commercial Game Design Practicum *(pre-req Sr standing)*	3
	CS 2250	Advanced Data Structures in C++ *(pre-req GDD 2200)*	3
	CS 3350	Intro to Game Design & Development *(pre-req PES 1110, GDD 2150, and GDD 2200 or CS 1450)*	3
	CS 4800	Computer Graphics *(pre-req GDD 2200, MATH 3130 or CS 2300)*	3
	GDD Concentration Courses	Complete 5 courses of any UNUSED GDD or CS 3000+ level courses.	15
Innovation Core (24 hours)	Complete all of the following courses:		
	ENTP 1000	Introduction to Entrepreneurship	3
	INOV 1010	The Innovation Process	3
	BLAW 2010	Business and Intellectual Property Law *(pre-req Soph Standing)*	3
	INOV 2010	Innovation Team: Analyze and Report *(pre-req INOV 1010 and ENTP 1000)*	3
	INOV 2100	Technical Writing, Proposals, and Presentations *(pre-req ENGL 1310 or ENGL 1410)*	3
	INOV 3010	Innovation Team: Research and Execute *(pre-req INOV 2010)*	3
	INOV 4010	Innovation Team: Design and Lead *(pre-req INOV 2100 and INOV 3010)*	3
	ENTP 4500	Entrepreneurship and Strategy *(pre-req BLAW 2010 and INOV 3010)*	3
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 BI website for specific courses (innovation.uccs.edu).* **Business** **Creative Communication** **Globalization** *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
Composition Courses (3 hours)	Complete all of the following courses:		
	ENGL 1310	Rhetoric & Writing I	3
	PORT 3000	Writing Portfolio Assessment	0

Mathematics (7 hours)	Complete all of the following courses:		
	MATH 1350	Calculus I *(pre-req MATH 1050)*	4
	CS 2300	Computational Linear Algebra *(pre-req CS 1150 or GDD 1200, Math 99)*	3

Natural Science (11 hours)	Complete PES 1110 and PES 1160 and 6 additional hours from the following departments: BIOL, CHEM, GES, GEOL, or PES.		
	PES 1110	PES 1160	

Compass Curriculum (3 hours)	In addition to the courses outlined above a Gateway Seminar (**GPS 1010**) must be completed by all students to complete the Compass Curriculum. To see a list of all Compass Curriculum courses, please visit: www.uccs.edu/compasscurriculum.

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.

UCCS Four-Year Degree Plan – B.I. Game Design & Development

The following four-year plan lists all the specific course requirements for the Bachelor of Innovation in Game Design & Development degree at UCCS. The order in which these courses are taken may vary with course availability. **Students are responsible for completing all course prerequisites.** Please note that this is a *suggested* degree program; your program may vary.

Suggested First Year

FALL			SPRING		
√	*Course*	*Hours*	√	*Course*	*Hours*
	GDD 1100	3		GDD 1200	3
	ENTP 1000	3		INOV 1010	3
	MATH 1350	4		PES 1110	4
	GPS 1010	3		PES 1160	1
	ENGL 1310	3		Cross Discipline Core Course	3
	TOTAL	16		**TOTAL**	14

Suggested Second Year

FALL			SPRING		
√	*Course*	*Hours*	√	*Course*	*Hours*
	GDD 2200	3		GDD 2150	3
	BLAW 2010	3		CS 2250	3
	CS 2300	3		INOV 2100	3
	Cross Discipline Core Course	3		INOV 2010	3
	Open Elective	3		Cross Discipline Core Course	3
	TOTAL	15		**TOTAL**	15

Suggested Third Year

FALL			SPRING		
√	*Course*	*Hours*	√	*Course*	*Hours*
	CS 3350	3		GDD 3400	3
	CS 4800	3		GDD Concentration Course	3
	GDD 2100	3		INOV 3010	3
	GDD Concentration Course	3		Natural Science Elective	3
	Cross Discipline Core Course	3		Open Elective	3
	TOTAL	15		**TOTAL**	15

Suggested Fourth Year

FALL			SPRING		
√	*Course*	*Hours*	√	*Course*	*Hours*
	GDD Concentration Course	3		GDD 4900	3
	GDD Concentration Course	3		GDD Concentration Course	3
	INOV 4010	3		ENTP 4500	3
	Natural Science Elective	3		Cross Discipline Core Course	3
	PORT 3000	0		Open Elective	3
	Open Elective	3			
	TOTAL	15		**TOTAL**	15