

Game Design and Interactive Media, B.S.

UCI's Game Design and Interactive Media program prepares students to be innovative designers, developers, and industry leaders. Taught by internationally-recognized faculty and industry experts, the program's unique two-year foundation includes hands-on courses in worldbuilding, game design and development, game programming, and game studies. Students then pursue advanced coursework that culminates in a two-quarter capstone project supported by industry mentors. Electives in advanced game design and development, programming, storytelling, games entrepreneurship, and the cultural aspects of games offer students the chance to build a portfolio that reflects their individual interests and career goals. The program explores both established and emerging platforms, including AR/VR, tabletop, and mobile. Located in Silicon Beach, our students benefit from access to industry partners like Blizzard, Riot, Electronic Arts, Obsidian Entertainment, Age of Learning, Disney, Tencent, and the Cartoon Network.

Freshman Applicants: See the Undergraduate Admissions section (<http://catalogue.uci.edu/informationforprospectivestudents/undergraduateadmissions/#admissionasafreshmanapplicanttext>).

Transfer Applicants:

All applicants must have a cumulative UC transferable GPA of 3.0 and a minimum grade of B in one year of computer programming courses in a single object-language (Python, Java, or C++). It is recommended that students articulate to I&C SCI 31-33 which can be used to satisfy degree requirements. Introduction to computer science courses do not meet this requirement.

Applicants to the Game Design and Interactive Media major should be aware that several lower-division courses must be taken at UCI; therefore, the minimum time to degree completion will be three years. Students are strongly urged to complete the IGETC at their community college to reduce their time to degree. Visit the UCI Office of Admissions website (<http://www.admissions.uci.edu/>) for information on transfer requirements for our major.

Major Requirements (176 total credits)

Lower-division

A. Complete:

GDIM 25	Game Design Fundamentals
GDIM 27	Intermediate Game Design
GDIM 31	Introduction to Programming for Games
GDIM 32	Intermediate Programming for Games
GDIM 33	Coding In Game Engines
GDIM 41	Games and Society
GDIM 49	Special Topics in Games and Society
GDIM 51	Visual Design Fundamentals
GDIM 55	Storytelling for Interactive Media
GDIM 61	Introduction to Game Development
ICS 80	Special Topics in Information and Computer Science ¹

Upper-Division

A. Complete:

GDIM 129	Special Topics in Advanced Game Design
GDIM 131	Data Analytics for Games and Interactive Media
GDIM 161	Multiplayer Game Project
GDIM 167A	Capstone Game Project I
GDIM 167B	Capstone Game Project II

B. Select one of the following:

GDIM 127	Professional Studio/Practicum
IN4MATX 151	Project Management
GDIM 165	Games Entrepreneurship

Core Electives

A. Select an additional six courses from the following list:

GDIM 49	Special Topics in Games and Society
GDIM 127	Professional Studio/Practicum
GDIM 129	Special Topics in Advanced Game Design
GDIM 139	Special Topics in Game Programming
GDIM 163	Solo Game Project

GDIM 165	Games Entrepreneurship
I&C SCI 33	Intermediate Programming
IN4MATX 131	Human Computer Interaction
IN4MATX 132	Project in Human-Computer Interaction Requirements and Evaluation
IN4MATX 133	User Interaction Software
IN4MATX 151	Project Management
IN4MATX 164	Children's Learning and Media
STATS 7	Basic Statistics
STATS 67	Introduction to Probability and Statistics for Computer Science

Open Electives

Open electives may not overlap with major degree requirements.

At least six courses must be upper-division level courses.

Complete nine elective courses from across the university (36 units).

¹ Majors must take the Intro to Data Science course topic. Other topics will not count toward the degree requirement.

Freshman

Fall	Winter	Spring
GDIM 41	GDIM 53	GDIM 61
GDIM 31	GDIM 25	GDIM 32
GDIM 51	STATS 6	Open Elective
WRITING 39B		WRITING 39C

Sophomore

Fall	Winter	Spring
GDIM 55	GDIM 27	GDIM 49
GDIM 33	Open Elective	Core Elective
Core Elective	GE III/VII Requirement	Open Elective
GE IV/VIII Requirement		GE II Requirement

Junior

Fall	Winter	Spring
GDIM 131	GDIM 129	GDIM 161
Core Elective	Open Elective	GDIM 165
GE VI Requirement	GE II Requirement	Core Elective
Open Elective	Upper-Division Writing	GE IV Requirement

Senior

Fall	Winter	Spring
GDIM 167A	GDIM 167B	Core Elective
Open Elective	Core Elective	Open Elective
GE III Requirement	Open Elective	Open Elective
	GE IV Requirement	

NOTES:

- Students are advised that this sample program lists the minimum requirements; it is possible that students may have to take additional courses to prepare for required courses.
- The lower-division writing requirement must be completed by the end of the seventh quarter at UCI.
- This is only a sample plan. Course offerings may be moved due to unforeseen circumstances. It is strongly recommended that students meet with an academic advisor to create an academic plan tailored to meet their specific areas of interest.

Games and interactive media technologies are evolving at a radical pace in ways that are transforming how we work, learn, and play. As such, a wide variety of careers and graduate programs are open to Game Design and Interactive Media (GDIM) graduates, including game development, interactive entertainment, creative technologies, educational and learning software, and more. Because of the strong technical underpinnings of the degree program, demand for our GDIM majors is strong. The majority find employment in the industry, whether at a major publisher, smaller studio or as self-employed freelancers. Many squarely focus on entertainment, others succeed in bringing their skills to the design and development of serious games in a variety of domains, including healthcare and education.

Of course, many of our students also pursue a career or graduate school in game design, interactive media, computer science, or informatics after they complete the major.