

# 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
or I&C SCI 166	Game Design
GDIM 31	Introduction to Programming for Games
GDIM 32	Intermediate Programming for Games
or I&C SCI 167	Multiplayer Game Systems
GDIM 33	Coding In Game Engines
or I&C SCI 161	Game Engine Lab
GDIM 41	Games and Society
GDIM 49	Special Topics in Games and Society
GDIM 51	Visual Design Fundamentals
GDIM 53	Roleplaying and Improvisational Play
GDIM 55	Storytelling for Interactive Media
GDIM 61	Introduction to Game Development
or I&C SCI 62	Game Technologies and Interactive Media
STATS 6	Introduction to Data Science
<b>Upper-Division</b>	
A. Complete:	
GDIM 129	Special Topics: Project 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
<b>Core Electives</b>	

A. Select an additional six courses from the following list: <sup>1</sup>	
GDIM 49	Special Topics in Games and Society
GDIM 127	Professional Studio/Practicum
GDIM 129	Special Topics: Project in Advanced Game Design
GDIM 139	Special Topics in Game Programming
GDIM 149	Special Topics in Interactive Media Design
GDIM 163	Solo Game Project
GDIM 165	Games Entrepreneurship
I&C SCI 33	Intermediate Programming
IN4MATX 121	Software Design: Applications
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
B. Open Electives	
Open electives may not overlap with major degree requirements.	
1. Complete three elective courses from across the university (12 units)	
2. Complete six upper-division elective courses from across the university (24 units)	

<sup>1</sup> Special topics courses may only apply to one given section. The same topic may not apply elsewhere.

Freshman			
Fall	Winter	Spring	
GDIM 31	GDIM 25 or ICS 61	GDIM 27 or ICS 166	
GDIM 41	GDIM 32 or ICS 167	GDIM 33 or ICS 161	
GDIM 51	GDIM 55	WRITING 60	
WRITING 50	GE II	GE II	
Sophomore			
Fall	Winter	Spring	
STATS 6	GDIM 49 (Core Elective)	GDIM 61	
GDIM 49	GDIM 53	GE III/VII	
GE IV/VIII	GE IV	Open Elective	
Open Elective	Open Elective	Open Elective	
Junior			
Fall	Winter	Spring	
GDIM 129 (Core Elective)	GDIM 127	GDIM 129 (Core Elective)	
ICS 163 (Counts for GDIM 129)	GDIM 131	GDIM 161	
GE III	Upper-Division Writing	GE IV	
GE VI	Open Elective		
Senior			
Fall	Winter	Spring	
GDIM 167A	GDIM 167B	GDIM 139 (Core Elective)	
Core Elective	Open Elective	GDIM 165 (Open Elective)	
Open Elective	Open Elective	Open Elective	

#### 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.

- Digital Information Systems, Minor
- Health Informatics, Minor
- Informatics, B.S.
- Informatics, M.S.
- Informatics, Minor
- Informatics, Ph.D.
- Master of Human Computer Interaction and Design
- Master of Software Engineering
- Software Engineering, M.S.
- Software Engineering, Ph.D.