UA GENERAL EDUCATION

COMPOSITION:
WRT 101 & WRT 102

MATH:
MAT 212

AGEC-A: (Complete appropriate PCC Courses)
Arts and Humanities
Social and Behavioral Science
Physical & Biological Sciences
Intensive Writing, Critical Inquiry
Cultural Diversity (Ethnic/Race/Gender) Awareness
Global Awareness
Other Requirements

SECOND LANGUAGE:
0-10 units as needed to meet 2nd Semester Proficiency
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CRIMINAL JUSTICE STUDIES MAJOR

Non-Technical Core Classes
GAM 101
GAM 102
GAM 201
Completion of underline entire set of three classes is equivalent to ISTA/GAME 251: Introduction to Game Design and ISTA 161: Ethics in a Digital World

Technical Core Foundations
ISTA 116: Statistics in a Digital World
CIS 129: Programming and Problem Solving*
Completion of CIS 129 at Pima is equivalent to CSC 110

Research Methods/Data Analysis
ISTA 131: Dealing with Data
         ISTA 130 or CSC 110 required

OR ESOC 301: Qualitative Internet Research
         CSC 120 can be used for this requirement

OR ESOC 302: Quantitative Methods

Introduction to Game Development:
     GAME 351: Introduction to Game Development
Requires ISTA 130 or CSC 110

Technical Core II: Choose Two of Four

ISTA 416: Human Computer Interaction

OR ISTA 424: Virtual Reality

Requires GAME 351 or CSC 210 or ISTA 350

ISTA 425: Algorithms for Games

Requires GAME 351 or CSC 210 or ISTA 350

OR ISTA 452: Advanced Game Development

Requires ISTA 451

Game MAJOR ELECTIVES COURSES: (15 units)
(See Page 2 for options)
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Senior Capstone: (3 units)
ISTA 498: Senior Capstone

MINOR or 2nd MAJOR

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| ADDITIONAL ELECTIVES
(if needed to reach 120/56/42 UD) |
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Game Design and Development Electives

ESOC 300: Digital Storytelling and Culture
ESOC 316: Digital Commerce
ESOC 318: Disruptive Technologies
ESOC 340: Info., Multimedia Design, & the Moving Image
GAME 303: Digital Games and Society
GAME 305: Legal Aspects of the Game Industry
GAME 306: eSports Casting and Development
GAME 307: Narrative Practices in Digital Games
GAME 308: Diversity and Bias in Games
GAME 309: Simulation Design
GAME 310: Gamification in Society
GAME 311: eSports Industries
GAME 312: Monetizing Independent Gaming
GAME/ISTA 452: Advanced Game Development
> *Requires ISTA 451*

ISTA 301: Computing and the Arts
ISTA 302: Technology of Sound

ISTA 303: Introduction to Creative Coding
> *Requires ISTA 130 or CSC 110 or ECE 175*

ISTA 416: Human-Computer Interaction
ISTA 421: Introduction to Machine Learning
> *Requires advanced Math pre-requisites; discuss with advisor*

ISTA 424: Virtual Reality
> *Requires ISTA 350 or CSC 210 or GAME 351*

ISTA 450: Artificial Intelligence
> *Requires ISTA 350*

ISTA 457: Neural Networks
> *Requires ISTA 350*

LIS 484: Introduction to Copyright