UNDERGRADUATE PROGRAMS

Each degree requires 120 units to graduate and a minor or double major.

THE UNIVERSITY OF ARIZONA
College of Information Science

	Bachelor of Science in Game Design & Development	Bachelor of Arts in Games & Behavior	Bachelor of Science in Information Science	Bachelor of Arts in Information Science & Arts	Bachelor of Arts in Information Science & eSociety
Areas of Study	• Game design for an array of purposes and industries • Gamification best practices • Game programming and development	• Game design principles • Human behavior and games • Roles and outcomes of gamification in society	• Computational thinking • Data science and analysis • Interactive and immersive technologies, including artificial intelligence and extended and virtual reality	• Creative coding • Computational arts • Digital storytelling • Human-computer interaction • Multimedia design • User experience	• Content creation • Digital life and human behavior • Digital media and engagement • Online privacy, ethics and information manipulation • Social media strategy, theory and networks
Campus	Main	Main	Main	Main	Main Online
Required Emphasis Area?	No	No	Yes: Data Science or Interactive & Immersive Technologies	No	No
STEM-Designated?	No	No	Yes	Yes	Yes
Math Requirement	Higher (Elements of Calculus)	Lower (Exploring Data)	Higher (Elements of Calculus)	Lower (Exploring Data)	Lower (Exploring Data)
Second Language Requirement	2 semesters	4 semesters	2 semesters	4 semesters	4 semesters
Accelerated Master's Program Option	No	No	Yes: Master of Science in Information Science	No	Yes: Master of Arts in Library & Information Science
Career Possibilities Include:	• Game tester • Mobile developer • Software developer or programmer • Video game designer • Web developer	• Consumer insights manager • Game tester • Gaming market research manager • Software quality assurance analyst • User experience designer	• Application or systems analyst • Cybersecurity specialist • Data analyst, scientist or engineer • Information architect • Software developer or programmer	• Computational art, simulation or installation technician • Digital marketing or media specialist • Multimedia specialist • User experience designer • Web designer	• Content developer or producer • Digital marketing or media specialist • Social media specialist • Strategy manager • Technology consultant
Average Salary*	$95,000*	$65,000 - $93,000*	$93,000*	$82,000*	$82,000*

* Average salary data for degree graduates according to Built In, PayScale and Zippia, January 2024. Subject to change and not a guarantee of starting salary or average salary once established in career.