

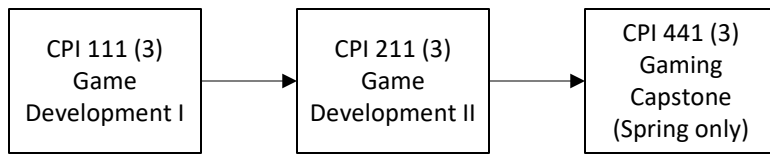
Computer Gaming Certificate or Concentration

The Computer Gaming certificate or BIS concentration is designed to provide a game development skill set that the student can apply to domain specific applications in the student's major. The skill set includes:

- Architecture of game engines
- Art design and computer graphics for gaming
- Game software and development

In this certificate or concentration program, students will learn to apply gaming technology to the rapidly growing video game industry and to business, medicine, geography, biotechnology and education.

Core Courses



— Prerequisite —>

*STUDENTS PLEASE NOTE:

Please allot three years for completion of this certificate program due to sequencing and frequency of required courses. A common timeline would be:

Year 1	Fall	CPI 111 (Core)
Year 1	Spring	CPI 211 (Core)
Year 2	Fall	CPI 311 (Elective Course)
Year 2	Spring	CPI 321 (Elective Course)
Year 3	Fall	CPI 421 (Elective Course)
Year 3	Spring	CPI 441 (Core)

Elective Courses (Must be upper division - choose three):

CPI 311(3): Game Engine Development (offered fall only) OR SER 332(3) Introduction to Graphics and Game Development (offered spring only)

CPI 321(3): Fundamentals of Game Art (offered spring only)

CPI 394(3): Topic: Game Design Fundamentals (offered spring only)

CPI 411(3): Graphics for Games (offered spring only) OR SER 432(3) Game Engine Architecture (offered fall only)

CPI 421(3): 3-D Modeling and Texturing (offered fall only)

CPI 462(3): Design for Learning in Virtual Worlds

CPI 484(3): Internship

FMS 394(3): Video Games and Narrative

SER 431(3): Advanced Graphics (offered fall only)