

Games + Simulation Major



The BA in Games + Simulation is an interdisciplinary major that focuses on game design, development, and art. Students are exposed to each of these areas during foundational courses, and then choose a concentration area to specialize in. A limited number of seats are available in the major each year, which is 76 total credit hours. Students may apply at <http://aims.miamioh.edu/>

Graduation Requirements

124 total credit hours to graduate

Games + Simulation Major - 76 hours

Miami Plan Foundation - 36 hours

(some hours overlap with Games + Simulation Major)

Thematic Sequence - 9 Hours outside the major

(can be fulfilled by a minor / 2nd major; some concentrations in the Games + Simulation Major will fulfill this requirement)

Remaining hours are Electives from any discipline.

Core Foundation (19 hours)

IMS 111 Introduction to Game Careers *(1 credit hour; intended for incoming freshman)*

IMS 211 Introduction to Game Studies *(MFP IIB)*

IMS 212 Introduction to Game Design

IMS 213 Introduction to Game Development

IMS 254 Design Thinking & Design Principles

IMS 222 Introduction to Interaction Design and Development *(MPF V)*

IMS 322 Intermediate Interaction Design and Development *(Requires IMS 222)*

Core: Intermediate (24 hours)

IMS 317 Writing for Games *(Requires ENG 111)*

IMS 319 Foundations in 3D Design

CSE 251 Introduction to Game Programming

IMS 453 Indie Game Development I

(Requires IMS 211, IMS 212, and IMS 213 or CSE 251)

IMS 454 Indie Game Development II *(Requires IMS 453)*

IMS 445 Advanced Game Design

(Requires IMS 211, IMS 212, and IMS 213)

IMS 465 Game Engine Scripting

(Requires IMS 213 and CSE 251)

IMS 314 Game Usability & Human Factors

Core: Capstone Studio (10 hr)

IMS 487 Game Pipeline and Production

(Requires IMS 445 and IMS 465)

IMS 488 Game Pre-production

(Requires IMS 487 and IMS 319)

IMS 489 Game Production *(6 credit hours; Requires IMS 488)*

Concentrations (21 hours)

All Games + Simulation Majors will choose a concentration area to specialize in.

Game Art Concentration

Contains Art Minor* (*this version of the Art minor has not been fully approved by the University, but we're working on it*)

ART 102 Color Theory and Practice (1.5 credit hours)
ART 106 Intro to Figure Drawing (1.5 credit hours)
ART 121 Observational Drawing
IMS/ART 215 3D Digital Sculpting
IMS/ART 218 3D Shading and Texturing
ART 231 Painting I
IMS/ART 305 3D Character Design
IMS 391 3D Character Animation

Game Studies Concentration

Contains Interdisciplinary Studies Minor

WST 201 Self and Place
WST 301 Interdisciplinary Questions & Problems (Requires WST 201)
IMS 443 Research Methods in Games
IMS 225 Games & Learning
IMS 384 Rhetoric of Games (Requires IMS 211)
Focus Course 1 (Outside of IMS. Must be approved by Advisor.)
Focus Course 2 (Outside of IMS. Must be approved by Advisor.)

Game Development Concentration

Contains Computer Science Minor

CSE 174 Fundamentals of Programming and Problem Solving
CSE 201 Introduction to Software Engineering
CSE 271 Object Oriented Programming
CSE 274 Data Abstraction and Data Structures
CSE 287 Foundations of Computer Graphics and Games
CSE 387 Advanced Graphics and Game Engine Design
CSE 487 Game Design and Implementation