Students are admitted to UCSC with a "proposed major" in most cases, and later petition to officially declare the major. Admission to UCSC does not guarantee acceptance into a particular major. Students must be declared in a major by the end of the second year (or equivalent), so learning about and preparing for a major is a primary goal for first-year students.

**Major:** ART & DESIGN: GAMES & PLAYABLE MEDIA

**Importance of an early start:** This is a course-intensive and/or highly sequential program, and students who intend to pursue this major must begin taking classes for the major in their first term at UCSC.

**Qualification requirements and/or prerequisites for the major:** Students must complete the following classes with a grade of C (2.0) or better to declare the major:

- ARTG 80I: Foundations of Play
- ARTG 80H: History of Digital Games
- CMPM 80K: Foundation of Video Game Design
- CMPS 5J: Intro to Programming in Java
- CMPS 11: Intermediate Programming*
- CMPS 12B/M: Introduction to Data Structures/Laboratory

*CMPS 11 has a math prerequisite that can be satisfied in any of the following ways (only one required): successfully passing Math 3, Math 11A, Math 19A, Applied Math & Statistics 3, Applied Math & Statistics 11A, Economics 11A, or 400 or higher on the math placement exam.

**Frosh who intend to pursue this major should do the following things prior to the beginning of fall term...**

- Determine your Math Placement (MP) by completing an assessment in ALEKS - an online assessment, learning, and knowledge space: [http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-aleks-overview.html](http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-aleks-overview.html)
- Students who have completed a college-level math course may be able to use that course for their placement, for more information visit Math Course Credit: [http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-course-credit.html](http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-course-credit.html)
- Students who have entered with AP or IB test credit for calculus may use their test credit to determine their math placement. For more information visit Calculus Test Credit: [http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-test-credit.html](http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-test-credit.html)
- ARTG 80I: Foundations of Play, and Math 2 or Math 3 (for those students whose placement is below Math 19A).

**Sample first year plan:**

- **Fall:**
  - ARTG 80I: Foundations of Play
  - MATH 3 or AMS 3: Precalculus*
- **Winter:**
  - CMPS 5J: Intro to Programming in Java
  - CMPM 80K: Foundation of Video Game Design
- **Spring:**
  - CMPS 11: Intermediate Programming
  - ART 80G: Visual Communication & Interactive Design (elective)

**Skills important for success in this major:**

- Ability to think creatively, systemically, and critically about games and other forms of art, media, and technology. Ability to work collaboratively with diverse teams to realize complete projects.

**Links to More Information:**

- [http://admissions.ucsc.edu/academics/majors/](http://admissions.ucsc.edu/academics/majors/) (general info)
- [http://registrar.ucsc.edu/catalog/programs-courses/](http://registrar.ucsc.edu/catalog/programs-courses/) (major requirements, course descriptions, etc.)
- [http://art.ucsc.edu/gaming](http://art.ucsc.edu/gaming) (program website)

**Questions? Contact an Adviser!**

- Jude Pipes
  - 459-3551 or judereg@ucsc.edu
- Elena Baskin Visual Arts, E-104

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