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 by completing an assessment in ALEKS before July 17 at [http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-assessment-guidelines.html](http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-assessment-guidelines.html). If you completed a college-level math course, or scored 3 or better on an AP or IB calculus exam, you may be able to use that for placement instead of the ALEKS assessment.

**Sample first year plan:**

**Fall:**
- ARTG 80I: Foundations of Play
- MATH 3 or AMS 3: Precalculus*
  * Students who place into Math 2 in fall should contact the adviser regarding their first year plan.

**Winter:**
- CMPS 5J: Intro to Programming in Java
- CMPM 80K: Foundation of Video Game Design

**Spring:**
- CMPS 11: Intermediate Programming

**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://games.art.ucsc.edu/](http://games.art.ucsc.edu/) (program website)

**Questions? Contact an Adviser!**

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