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.

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

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.

**Importance of an early start:**

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 12B/M: *Introduction to Data Structures/Laboratory*

*Please note that CMPS 12B/M has Computer Science and Mathematics prerequisites.*

Students can take any of the different prerequisite pathways and qualify for the AGPM major.

- Determine your math placement by completing an assessment in ALEKS as soon as possible, and by July 23 at the very latest. See [https://mathcoach.sites.ucsc.edu](https://mathcoach.sites.ucsc.edu) for information about ALEKS. If you completed a college-level math course, or scored 3 or better on an AP calculus exam, or 5 or better on an IBH mathematics exam, you may be able to use that for placement instead of the ALEKS assessment. See [https://mathcoach.sites.ucsc.edu/courses/course-credit/](https://mathcoach.sites.ucsc.edu/courses/course-credit/) for information on placement based on college courses or AP/IBH.

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

- ARTG 80I: *Foundations of Play*, and MATH 2 or MATH 3

**Sample first year plan:**

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

- **Winter:** CMPM 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.arts.ucsc.edu/](http://games.arts.ucsc.edu/) (program website)

**Questions? Contact an Adviser!**

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**Rev 6/17/2017**