**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.

**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 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.

**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 as soon as possible, and by July 16 at the very latest. See [https://mathecoach.sites.ucsc.edu](https://mathecoach.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://mathecoach.sites.ucsc.edu/courses/course-credit/](https://mathecoach.sites.ucsc.edu/courses/course-credit/) for information on placement based on college courses or AP/IBH.

**Fall:**

- ARTG 80I **OR** ARTG 80H
- MATH 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
- ARTG 80I (If they haven’t taken it already)

**Sample first year plan:**

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

- Ability to think creatively, systematically, 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!**

- Juan Morales-Rocha
  - 459-1554 or juanmr@ucsc.edu
  - Digital Arts Research Center (DARC) 302

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*Rev 4/10/2018*