

UNIVERSITY OF CALIFORNIA, SANTA CRUZ
NEW STUDENT MAJOR ADVISING SUMMARY FOR 2018-2019 FROSH

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:	<p>Students must complete the following classes with a grade of C (2.0) or better to declare the major:</p> <p>ARTG 80I: <i>Foundations of Play</i> ARTG 80H: <i>History of Digital Games</i> CMPM 80K: <i>Foundation of Video Game Design</i> CMPS 12B/M: <i>Introduction to Data Structures/Laboratory</i></p> <p><i>*Please note that CMPS 12B/M has Computer Science and Mathematics prerequisites.</i></p> <p>Students can take any of the different prerequisite pathways and qualify for the AGPM major.</p>
Frosh who intend to pursue this major should do the following things prior to the beginning of fall term...	<p>❑ Determine your math placement by completing an assessment in ALEKS as soon as possible, and by July 16 at the very latest. See 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/ for information on placement based on college courses or AP/IBH.</p>
...and should take these courses their first term:	ARTG 80I: <i>Foundations of Play</i> OR ARTG 80H: <i>History of Digital Games</i> and MATH 2 or MATH 3
Sample first year plan:	<p>Fall: ARTG 80I OR ARTG 80H MATH 3: <i>Precalculus*</i> * Students who place into Math 2 in fall should contact the adviser regarding their first year plan.</p> <p>Winter: CMPS 5J: <i>Intro to Programming in Java</i> CMPM 80K: <i>Foundation of Video Game Design</i></p> <p>Spring: CMPS 11: <i>Intermediate Programming</i> ARTG 80I (If they haven't taken it already)</p>
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:	<p>http://admissions.ucsc.edu/academics/majors/ (general info) http://registrar.ucsc.edu/catalog/programs-courses/ (major requirements, course descriptions, etc.) http://games.arts.ucsc.edu/ (program website)</p>
Questions? Contact an Adviser!	<p>Juan Morales-Rocha 459-1554 or juanmr@ucsc.edu Digital Arts Research Center (DARC) 302</p>