B.A. Games and Behavior
2020-21 Catalog Checklist

**UA GENERAL EDUCATION**

**COMPOSITION (Select ONE pair)**
ENGL 101 & ENGL 102 &
ENGL 107 & 108 or &
ENGL 109H

**MATH**
MATH 107, 112, or higher:

**TIER ONE (select two courses from each)**
Individuals and Societies (150):

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Natural Sciences (170):

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Traditions & Cultures (160):

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**TIER TWO (select one course from each)**
Humanities: ___________
Individuals & Societies: ___________
Natural Sciences: ___________
Diversity (can be fulfilled with GE course):

**4th Semester of SECOND LANGUAGE:**

**B.A. GAMES & BEHAVIOR**

**CORE: (TAKE ALL Eight; flexible order)**
ISTA 161: Ethics in a Digital World
ISTA 251: Introduction to Game Design
ESOC 211: Collaborating in Online Communities
GAME 310: Gamification in Society
GAME 311: eSports Industries
GAME 312: Monetizing Independent Games
ESOC 302: Quantitative Methods for the Digital Marketplace
  *Requires Junior or Senior Standing
ESOC 480: Digital Engagement
  *Requires Junior or Senior Standing

**GAMES ELECTIVES: (CHOOSE FOUR)**
ISTA 301: Computing and the Arts
ISTA 302: Technology of Sound
ISTA 321: Data Mining and Discovery
ISTA 416: Introduction to Human Comp. Interaction
ESOC 300: Digital Storytelling and Culture
ESOC 316: Digital Commerce
ESOC 318: Disruptive Technologies
ESOC 340: Multimedia Design & the Moving Image
LIS 484: Introduction to Copyright

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- 36 Total Units required for major
- 18 minimum UD Units required for major
- 18 units in Residence
- 2.0 GPA required overall, in major, and minor

**MINOR OR 2ND MAJOR**

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**ADDITIONAL ELECTIVES**
(Needed to reach 120/42 UD units)

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<tr>
<th>Completed</th>
<th>120 Total Units</th>
<th>42 UD Units</th>
<th>(UD = 300-499)</th>
<th>Term Needed</th>
<th>Overall GPA:</th>
<th>Major GPA:</th>
<th>Minor GPA:</th>
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### GAMES ELECTIVES
Choose 12 units (four electives)

#### INTENSIVE GAME PROGRAMMING
- ISTA 416: Introduction to Human Computer Interaction
  *Requires ISTA 130

#### GAME FUTURES
- ESOC 316: Digital Commerce
- ESOC 318: Disruptive Technologies
- LIS 484: Introduction to Copyright
- ISTA 321: Data Mining and Discovery
  *Requires ISTA 116

#### ART OF GAMES
- ISTA 301: Computing and the Arts
- ISTA 302: Technology of Sound
- ISTA 300: Digital Storytelling and Culture
- ESOC 340: Information, Multimedia Design & the Moving Image