

**B.A. Games and Behavior  
2021-22 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):

\_\_\_\_\_  
\_\_\_\_\_

Natural Sciences (170):

\_\_\_\_\_  
\_\_\_\_\_

Traditions & Cultures (160):

\_\_\_\_\_  
\_\_\_\_\_

**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\*
- ESOC 480: Digital Engagement\*

\*Requires Junior or Senior Standing

**GAMES ELECTIVES: (CHOOSE FOUR)**

(See page 2 for approved courses)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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

**MINOR OR 2<sup>ND</sup> MAJOR**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

	120 Total Units	42 UD Units	(UD = 300-499)
Completed			
In Progress			
End of _____ Term			
Needed			

Overall GPA:	Major GPA:	Minor GPA:
--------------	------------	------------

## **GAMES ELECTIVES**

Choose Four (4) Courses (12 UD units)

### **INTENSIVE GAME PROGRAMMING**

- ISTA 416: Introduction to Human Computer Interaction

### **GAME FUTURES**

- ESOC 316: Digital Commerce
- ESOC 318: Disruptive Technologies
- LIS 484: Introduction to Copyright
- ISTA 321: Data Mining and Discovery  
\*Requires ISTA 116 or ESOC 214

### **ART OF GAMES**

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