

GAME PROGRAMMING (B.S.) - BLOOMFIELD COLLEGE

Take two courses from the following: one course from Transcultural & Global Awareness AND one course from Transcultural & Global Awareness OR Civic Engagement Skills

Program Requirements

Code	Title	Credits
A. First Year Seminar		
FYS 100	First Year Seminar	3-4
B. Mathematics		
MTH 130	Transition to Collegiate Mathematics	4
MTH 141	College Algebra	4
or MTH 161	Precalculus	
C. Writing		
Students who take WRT 102 must then take WRT 108. Students who take WRT 105A must then take WRT 109.		
WRT 105A	Argumentative and Analytic Writing (or WRT 102 Enhanced Argumentative and Analytic Writing)	4
or WRT 106A	Accelerated Argumentative and Analytic Writing	
WRT 108	Enhanced Synth/Research Writing	4
or WRT 109	Synthesis Research Writing	

Writing Intensive

Complete two writing intensive courses.

Upper Level Course Requirement

Complete 15 courses at the 200-level or higher

Major Requirements

Code	Title	Credits
Required Courses		
CAT 108	Introduction to Game Design	3-4
CAT 237	Group Game Project I	4
CAT 238	Intro to Game Programming	3-4
CAT 253	Digital Game Design	3-4
CAT 308A	Group Game Project II	4
CAT 380A	Internship I	3-4
CAT 327	Game Programming Studio	3-4
CAT 408A	Pre-Capstone: Game Development	4
CAT 420	Capstone Project I	4
CMP 126A	Programming I	3-4
CMP 226B	Programming II	3-4
CMP 228A	Data Structures	3-4
CMP 300A	Systems Analysis and Design	4
CMP 322B	Intro to Operating Systems	3-4
Select one of the following:		4
MTH 221C	Calculus Analytic Geometry I	
MTH 332A	Discrete Mathematics	

Bloomfield College General Education

Click here for a list of courses that fulfill General Education categories (<http://catalog.montclair.edu/programs/general-education-requirements-bloomfield/>)

Code	Title	Credits
Take one course from Aesthetic Appreciation		
Take one course from Communication Skills		
Take one course from Scientific & Technical Skills		
Take one course from Technological and Digital Literacy Skills		