

Game Design & Development (BI)

The Game Design and Development Concurrent program is designed for students who wish to begin at PPSC and finish their degree program at UCCS in Game Design and Development. Since many lower level courses are only offered through UCCS, students will need to be concurrently enrolled at both PPSC and UCCS to complete the program in 4 years. Please note that final graduation requirements for the bachelor's degree will be based on your year of admission to UCCS. Contact transfer@uccs.edu for more information.

To earn the Associate of General Studies Degree, students must complete the following course requirements for a total minimum of 60 semester credit hours, at least 30 of which must be general education courses and at least 15 must be from Colorado State-Guaranteed courses. Courses taken at other colleges, AP, IB, CLEP, DSST, and other sources of credit may not be applicable upon transfer to UCCS even if applied to the associate's degree at CCCS. Check the CDHE's [GT Pathways](http://www.cde.state.co.us/gt) website for more information.

Degree Requirements	Courses	
Written Communication (3 hours)	<ul style="list-style-type: none"> ENG 121/1021 	
Mathematics (5 hours)	<ul style="list-style-type: none"> MAT 201/2410 	
Arts & Humanities (6 hours)	<ul style="list-style-type: none"> Complete one ART course from: ART 121/1201, 127/1204, 131/1002, 132/1003, 138/1402, 139/1401 and Complete one MUS course from: MUS 120/1020, 121/1021, 122/1022, 123/1023, 125/1025 	
Social & Behavioral Sciences (3 hours)	<ul style="list-style-type: none"> Complete one GT-SS course (GT-SS1) (GT-SS2) (GT-SS3), or Complete one GT-HI1 course (GT-HI1) 	
Physical and Life Sciences (5 hours)	<ul style="list-style-type: none"> PHY 211/2111 	
Additional Requirements (39 hours) Courses recommended by UCCS for this degree. NOTE: UCCS courses will transfer to PPSC for the AGS degree.	PPSC Courses	
	COM 125/1250	3
	CSC 126/1026	3
	ENG 226/2026	3
	UCCS* Concurrent Courses	
	CS 2300	3
	GDD 1200	3
	GDD 2150	3
	GDD 2200	3
	INOV 1000 OR 1001	3
	INOV 1010 OR 1011	3
	INOV 2010	3
	INOV 2100	3
	INOV 2500	3
1 GDD Required Specialty Area Course	3	

Additional Resources

The UCCS transfer website (transfer.uccs.edu) has many additional resources for students transferring from CCCS to UCCS.

**As part of the Bachelor of Innovation (BI) degree at UCCS, students will complete one Cross-Discipline Core. Each Cross-Discipline Core consists of 15 credit hours, and the default Cross-Discipline Core for GDD students is the Creative Communication core. If a GDD student wants to complete a Business or Globalization core instead, they can, but they're still required to take the VA course and the MUS course from the Creative Communication core.*

Four-Year Degree Plan – Game Design and Development

The following four-year plan lists all the specific course requirements for the Bachelor of Innovation in Game Design and Development degree at UCCS. PPSC courses are listed in bold. The order in which these courses are taken may vary with course availability. **Students are responsible for completing all course prerequisites.** Please note that this is a *suggested* degree program; your program may vary.

NOTE: Please be aware that completing the concurrent program will require an additional 1 credit hour to complete the BI in Game Design and Development degree due to a difference in hours for MAT 201.

Suggested First Year

FALL			SPRING		
√	Course	Hours	√	Course	Hours
	MAT 201/2410	5		PHY 211/2111 (transfers as 1110 & 1160)	5
	ENG 121/1021	3		ART course: 1 from ART 121/1201, 127/1204, 131/1002, 132/1003, 138/1402, 139/1401	3
	CSC 126/1026	3		GDD 1200	3
	INOV 1000 OR 1001	3		INOV 1010 OR 1011	3
	TOTAL	14		TOTAL	14

Suggested Second Year

FALL			SPRING		
√	Course	Hours	√	Course	Hours
	COM 125/1250	3		ENG 226/2026	3
	GT-HI1 or GT-SS course	3		MUS course: 1 from MUS 120/1020, 121/1021, 122/1022, 123/1023, 125/1025	3
	CS 2300	3		GDD 2150	3
	GDD 2200	3		GDD Required Specialty Area ¹	3
	INOV 2010	3		INOV 2100	3
	INOV 2500	3			
	TOTAL	18		TOTAL	15

Suggested Third Year

FALL			SPRING		
√	Course	Hours	√	Course	Hours
	CS 3350	3		GDD 2810	3
	GDD 2100	3		GDD 3200 (<i>spring only</i>)	3
	GDD Required Specialty Area ¹	3		GDD Required Specialty Area ¹	3
	Cross Discipline Core Course	3		INOV 3010	3
	Natural Science Elective ³	3		COMM 3440 (Required Cross Discipline Course)	3
	TOTAL	15		TOTAL	15

Suggested Fourth Year

FALL			SPRING		
√	Course	Hours	√	Course	Hours
	GDD Required Specialty Area ¹	3		GDD 4900	3
	Cross Discipline Core Course	3		GDD Required Specialty Area ¹	3
	INOV 4010	3		INOV 4500	3
	Open Elective ²	3		Open Elective ²	3
	Open Elective ²	3		Open Elective ²	3
	TOTAL	15		TOTAL	15

¹GDD Required Specialty Area Note

Students will complete **one** of the three GDD Specialty Areas, for a total of 15 credit hours: Game Art, Game Design, or Game Programming.

²Open Elective Note

Open electives can be taken from any course except MATH courses below MATH 1350. MATH 3010 and 3020 also will NOT count towards this requirement.

³Natural Science Elective Note

Complete remaining 3 hours, beyond the first calculus-based Physics, from the following: Biology, Chemistry, Geography and Environmental Studies, Geology, and Physics & Energy Science. Some potential PPSC Courses that can be used are: PHY 212/2112; BIO 111/1111 or 112/1112; CHE 111/1111, 112/1112; GEY 111/1111, 112/1112.

Transfer Completion

After completing the AGS, you should be able to complete the remainder of your BI degree in Game Design and Development in two additional years if you have followed the transfer plan in its entirety (see below for details). However, most students take 1 to 3 classes in the summer to relieve their spring and fall semester loads.

UCCS Bachelor of Science, Computer Engineering Concurrent Program Requirements

Application Process:

1. Admission Criteria

Students must meet one set of criteria listed below before they can apply to the program.

Criteria 1 – Students with fewer than 15 credit hours of college level course work will be evaluated based on typical freshman admission criteria to the College of Engineering and Applied Science. Generally students who meet the following **minimum** requirements will be seriously considered for the concurrent program:

21+ ACT or 1020+ SAT composite score

21+ ACT or 510+ SAT math score

19+ ACT or 450+ SAT English/Verbal score

3+ years of high school math to include either pre-calculus or trigonometry

3.2+ high school GPA or top 40% of class, whichever is higher

Students also will need to meet all Higher Education Admission Requirements (HEAR).

Criteria 2 – Students who do not meet Criteria 1 and have completed at least 15 hours of college level course work (not including remedial course work) can apply to the program once they meet the following criteria:

2.4 or higher transfer GPA

A grade of “B” or better in one of the following courses: MAT 122/1420, 166/1440 or 201/2410

NOTE: Meeting the criteria of either set is not a guarantee of admission to the program, but rather a minimum requirement a student should attain before attempting application.

2. Application

Application to the Engineering Concurrent Program requires admission to UCCS. Students will need to apply through the UCCS online application and will need to write “Engineering Concurrent Program” in the essay section of the application. The application also will require additional materials listed on the online application.

3. Deadlines

For Summer admission – May 1st

For Fall admission – July 1st

For Spring admission – December 1st

Financial Aid

Students who qualify for Financial Aid will need to work with both campuses to set up their award package. See the Financial Aid offices on each campus for more details.

UCCS Contact Information

Academic Advising: [Home](https://www.uccs.edu/home) | [Advising \(uccs.edu\)](https://www.uccs.edu/advising)

Concurrent Program advising: Engineering Advisor, advising@uccs.edu

(719) 255-3260

Required Academic Advising

Concurrent program participants are required to see their academic advisors at each campus before being able to register for the following semester. Participants also are required to submit transcripts from each campus after grades have been posted to remain in the program.

Recommendations

The UCCS Transfer Website contains answers to several transfer questions, provides extra resources, and information about transfer events ([transfer.uccs.edu](https://www.uccs.edu/transfer)). UCCS applications are good for one year. Students wanting to attend UCCS are encouraged to apply up to one year in advance in order to meet FAFSA and scholarship deadlines. Visit the UCCS campus by registering for a tour at [visit.uccs.edu](https://www.uccs.edu/visit). Prospective transfer students are encouraged to contact the UCCS Transfer Advisor at transfer@uccs.edu with any questions or concerns about transferring.