Game Design & Development (BI)

The Game Design & Development Concurrent program is designed for students who wish to begin at PPCC and finish their degree program at UCCS in Game Design & Development. Since many lower level courses are only offered through UCCS, students will need to be concurrently enrolled at both PPCC and UCCS to complete the program in 4 years.

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. A minimum cumulative GPA of 2.0 (C average) must be earned on all courses. At least 15 credit hours must be earned at PPCC.

Degree Requirements	Courses				
Communication (3 credit hours)	ENG 121				
Mathematics (5 credit hours)	**Category GT-MA1**				
	MAT 201				
Arts & Humanities (6 credit hours) Complete one of the ART courses and one of the MUS courses from the list.	**These courses meet both the GT-AH category and general education requirements at UCCS.**				
	ART 110	ART 111	ART 112	ART 207	MUS 120	MUS 121
	MUS 122	MUS 123	MUS 125			
Social & Behavioral Sciences (3 credit hours) Complete one course from the GT-HI or any GT-SS area.	**Category GT-HI1**				
	HIS 101	HIS 102	HIS 111	HIS 112	HIS 121	HIS 122
	HIS 205	HIS207	HIS 208	HIS 215	HIS 225	HIS 236
	HIS 243	HIS 244	HIS 247	HIS 249	HIS 250	HIS 255
	HIS 260					
	Category GT-SS1				
	AGE 102	ECO 201	ECO 202	ECO 245	POS 105	POS 111
	POS 125	POS 205	POS 215	POS 225		
	Category GT-SS2				
	GEO 105	GEO 106				
	Category GT-SS3				
	ANT 101	ANT 215	ETH 200	JOU 105	PSY 101	PSY 102
	PSY 205	PSY 217	PSY 226	PSY 227	PSY 235	PSY 238
	PSY 249	PSY 265	SOC 101	SOC 102	SOC 205	SOC 215
	SOC 216	SOC 218	SOC 220	SOC 231	SOC 237	WST 240
Physical and Life Sciences (5 credit hours)	**Category GT-SC1**				
	PHY 211				

Additional Requirements	PPCC Courses	
42 credits recommended by UCCS for this degree plus remaining courses from the approved course list.	COM 125	3
	CSC 126	3
	ENG 221	3
	Elective (Check for transferability)	3
	UCCS Courses	
	CS 2250	3
	BLAW 2010	3
	ENTP 1000	3

	GDD 1200	3
	GDD 2100	3
	GDD 2150	3
	GDD 2200	3
	INOV 1010	3
	INOV 2010	3
	INOV 2100	3

Foreign Language Note – UCCS

UCCS admission requirements include 2 years of the same high school foreign language (or equivalent 2 semesters at Pikes Peak Community College). Students planning to attend UCCS who do not have the prerequisite foreign language requirement should consider enrolling in these courses in addition to the degree requirements. Students who do not meet this requirement will need to fulfill it upon transferring to UCCS. This admission requirement does not apply to those who graduated from high school prior to 1988, who have a GED, who graduated from a non-U.S. high school, or who can prove proficiency in a foreign language through the 2nd semester at college level. **Please check with the Transfer Advisor (ppcc@uccs.edu) to see if this requirement applies to you.**

Concurrent Guide

Four-Year Degree Plan – Game Design & Development

The following four-year plan lists all the specific course requirements for the Bachelor of Innovation in Game Design & Development degree at UCCS. PPCC 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 the Game Design & Development degree offers several cross-discipline core options, but this guide is based on the Creative Communication option. Alternate cross-discipline cores will require additional hours to complete the degree and are not recommended for this program.

Suggested First Year

√	FALL Course	Hours	√	SPRING Course	Hours
	MAT 201	**5**		**PHY 211**	**5**
	ENG 121	**3**		**ART course**	**3**
	CSC 126	**3**		GDD 1200	3
	MUS course	**3**		INOV 1010	3
	ENTP 1000	3			
	TOTAL	18		**TOTAL**	15

Suggested Second Year

√	FALL Course	Hours	√	SPRING Course	Hours
	COM 125	**3**		**ENG 221**	**3**
	GT-HI or GT-SS course	**3**		**Elective (check for transferability)**	**3**
	BLAW 2010	3		GDD 2150	3
	CS 2300	3		CS 2250	3
	GDD 2200	3		INOV 2100	3
	INOV 2010	3			
	TOTAL	16		**TOTAL**	16

Suggested Third Year

√	FALL Course	Hours	√	SPRING Course	Hours
	CS 3350	3		GDD 3400	3
	CS 4800	3		GDD Concentration Courses[1]	3
	GDD 2100	3		INOV 3010	3
	GDD Concentration Course[1]	3		COMM 3440	3
	Natural Science Elective[3]	3		Open Elective[2]	3
	TOTAL	17		**TOTAL**	15

Suggested Fourth Year

√	FALL Course	Hours	√	SPRING Course	Hours
	GDD Concentration Course[1]	3		GDD 4900	3
	GDD Concentration Course[1]	3		ENTP 4500	3
	Natural Science Elective[3]	3		GDD Concentration Course[1]	3
	Open Elective[2]	3		INOV 4010	3
	Open Elective[2]	2			
	TOTAL	16		**TOTAL**	15

[1]**GDD Concentration Course Note**
GDD Concentration Courses can be taken from any 3000- or 4000-level CS or GDD course not being used to fulfill another requirement.

[2]**Open 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.

[3]**Natural Science Elective Note**
Complete remaining 6 hours, beyond the first calculus-based Physics, from the following: Biology, Chemistry, Geography and Environmental Studies, Geology, and Physics & Energy Science. Some potential PPCC Courses that can be used are: PHY 212; BIO 111 or 112; CHE 111, 112; GEY 111, 121

UCCS Bachelor of Innovation, Game Design & Development 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, 166 or 201

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: www.uccs.edu/advising

Concurrent Program advising: Engineering Advisor, success@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 (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 www.uccs.edu/visit. Prospective transfer students are encouraged to contact the UCCS Transfer Advisor at **ppcc@uccs.edu** with any questions or concerns about transferring.