**MS GDD CHEAT SHEET**

**CORE (required, 3)**

**IGME-601-GameDevelopmentProcesses**

**IGME-602-GameDesign**

**IGME-603-GameplayAndPrototyping**

**Advanced Elective (take 5)**

**740 Game Graphics Programming**

**750 Game Engine Design and Development**

**760 Artificial Intelligence for Gameplay**

**730 Game Design & Development for Casual & Mobile Platforms**

**720 Social and Pervasive Game Design**

**796 Advanced Topics in Game Design**

**797 Advanced Topics in Game Development**

**680 IGM Production Studio**

**681 Innovation & Invention**

**670 Introduction to Digital Audio Production**

**671 Interactive and Game Audio**

**699 Graduate Co-Op**

**790 Graduate Seminar in IGM**

**799 Independent Study**

**\*or other course deemed appropriate by the faculty**

**Seminars – 1 credit (take 695 twice, 795 once)**

**IGME-695 Colloquium in Game Design & Development**

**IGME-695 Colloquium in Game Design & Development**

**IGME-795 Game Industry Themes and Perspectives**

**Capstone 3 credits each (required)**

**788 Capstone Design**

**789 Capstone Development**

**Service**

**609 Programming for Designers**