

Concentration in Game Design

Offered by: The Department of Computer Science

Administered by: The Department of Computer Science; 303 Upson Hall

Contact Person: Nicole Roy, 303 Upson Hall, 255-0982, nicole@cs.cornell.edu

Eligibility: Students in the following colleges may participate in the **Concentration:** Agriculture and Life Sciences Architecture, Art, and Planning (Architecture and Planning students only) • Arts and Sciences Human Ecology Industrial and Labor Relations

Educational Objectives: This concentration is for students who anticipate that game design will have a prominent role to play in their academic and professional career.

To Apply for a Game Design Concentration:

- Complete the form on the second page of this document: *Application to Certify Completion of a Concentration*
- Obtain an official transcript from the University Registrar's Office in B7 Day Hall.
- Attach a copy of your transcript on which you have highlighted or underlined each course used for the concentration.
- Submit the form and the transcript to the Computer Science Undergraduate office, 303 Upson Hall.

REQUIREMENTS

To complete the concentration, the student must take at least six (6) courses (18 credit minimum) chosen as follows:

Required Courses

CIS 3000	Game Design
CIS 4000	Game Design II

Additional Courses - Choose four of the following twelve courses:

CS-focused courses:

CS/ENGRD 2110: Object-Oriented Programming and Data Structures

CS 4450: Computer Networks

CS 4620/ARCH 3704: Introduction to Computer Graphics

CS 4700: Foundations of Artificial Intelligence

CS 5620: Interactive Computer Graphics

CS 5643: Physically Based Animation for Computer Graphics

Other courses:

CIS 5640/ART 2730 (CS 5640 not allowed): Advanced Animation

COMM 4220: Psychology of Entertainment

ECE 4760: Designing with Microcontrollers

INFO/COMM 3450: Human-Computer Interaction Design

INFO/COMM 4400: Advanced Human-Computer Interaction Design

PSYCH 3420/COGST 3420/VISST 3342: Human Perception: Applications to Computer Graphics, Art, and Visual Display

Academic Standards: A letter grade of C or better is required for each course in the concentration.

CS majors cannot take courses from the *CS-focused list* for the Game Design Minor.

Application to Certify Completion of a **Game Design Concentration**

Agriculture and Life Sciences • Architecture, Art, and Planning*
Arts and Sciences • Human Ecology • Industrial and Labor Relations

Students in the College of Engineering should use the Game Design Minor form.

*Architecture and Planning students only

I. Applicant's Information--Please supply the following:

Name: _____

Cornell ID# _____

Email Address: _____ Phone: _____

Major: _____ Faculty Advisor: _____

Projected Graduation Date (month/year): _____

Concentration applying for: _____

II. Courses Applying to Concentration--Please list each course you have taken which will apply to the concentration program as described on the reverse of this form. Include the semester/year in which you completed each course, as well as the grade and number of credits you received.

NOTE: The concentration must be offered by a department other than that which offers your major(s), and is contingent upon successful completion of the degree requirements for your major.

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____

III. Transcript—Please attach a copy of your official transcript on which you have highlighted or underlined each of the courses listed above.

IV: Please sign below and submit this completed form to the Administrative Contact for the department offering the concentration: By signing, you certify that the information supplied on this form and transcript is accurate and that you have completed the necessary coursework and complied with the terms of the concentration program.

Student's signature: _____ Date: _____

For use by the Administrative Contact:

Administrative Contact certifying concentration: _____ Date: _____

Original—College Registrar

Copies: Student, Undergraduate Coordinator of student's major program, Undergraduate Coordinator of student's concentration program.