Game Development (GAME)

Purdue Polytechnic Institute

Department of Computer Graphics Technology

Advising Worksheet

Disclaimer: The Purdue West Lafayette catalog is considered the source for academic and programmatic requirements for students entering programs during the corresponding Fall, Spring, and Summer semesters. The Advising Worksheet assists students in the development of an individualized 8-semester plan. Students are encouraged to use this worksheet and MyPurduePlan* (the online degree auditing tool) as they work with their academic advisor toward the completion of all their degree requirements.

Notification: Each student is ultimately responsible for knowing, monitoring, and completing all degree requirements.

An undergraduate degree in the Purdue Polytechnic Institute requires completion of the following degree requirements.

University Degree Requirements		
Minimum 2.0 Cumulative GPA	Minimum 120 Credits that fulfill degree requirements	32 Residency Credits (30000-level and above) at a Purdue University Campus
University Core Curriculum ** https://www.purdue.edu/provost/students/s-initiatives/curriculum/courses.html		
• Human Cultures: Behavioral/Social Science • Human Cultures: Humanities • Information Literacy • Oral Communication	• Quantitative Reasoning • Science • Science, Technology & Society Selective • Written Communication	
Civics Literacy Proficiency https://www.purdue.edu/provost/about/provostInitiatives/civics/		
Required Major Program Courses (see following pages)		
Departmental specific requirement Students must earn a "C-" or better in all CGT courses. Students must earn an "S" in CGT 20500, 30505, 40500. Minimum 2.0 cumulative GPA		
Pass/No Pass option		
• Pass/No Pass may be allowed for Electives or Technical Electives only.		
Non-course/Non-credit Requirements		
• Complete a Professional Requirement. * Complete an Intercultural Requirement. • Complete a Humanities requirement		

* This audit is not your academic transcript and it is not official notification of completion of degree or certificate requirements.

** University Core Curriculum Outcomes may be met through completions of the Purdue Polytechnic Institute curriculum. Students should Consult with their academic advisors and MyPurdue Plan for course selections.

Computer Graphics Technology – Game Development (GAME)

Name:

PUID:

Suggested Arrangement of Courses:

Cr	Fall 1st Year	Notes	Cr	Spring 1st Year	Notes
3	CGT 10501 Introduction to Games		3	CGT 11600 Geo Mdl Visual & Comm	
3	CGT 11800 Fund. Of Imaging Tech		3	CGT 17208 UX Design Studio I: Fund	
3	CGT 14100 Internet Fdtn Dev & Tech		3	CGT 27000 Intro to Data Visualization	
3	CGT 24500 Game Development I: Core Skils & Technologies		3	CGT 25500 Game Development II: Design & Psychology	
3	MA 15800 Pre-calculus*		3	MA 16010 Applied Calculus I*	
15			**15**		

Cr	Fall 2nd Year	Notes	Cr	Spring 2nd Year	Notes
3	CGT 21500 CG Programming I		0	CGT 20500 Portfolio Review	
3	CGT Entertainment Selective		4	PHYS 22000 Gen Physics*	
3	Technical Elective		3	CGT Entertainment Selective	
3	Human Culture: Humanities (HUM) Core*		1	CGT 25001 Professional Practices I	
3	SCLA 10100 Transformative Texts: Written Communication and Critical Thinking: Antiquity to Modernity*		3	SCLA 10200 Transformative Texts: Oral Communication and Critical Thinking: Modern World*	
			3	Free Elective	
15			**14**		

Cr	Fall 3rd Year	Notes	Cr	Spring 3rd Year	Notes
3	CGT 36500 Game Development Practicum		0	CGT 30505 Portfolio Review	
3	CGT Entertainment Selective		3	CGT 36500 Game Development Practicum	
3	Science (SCI) Core*		3	CGT Entertainment Selective	
3	Statistics Selective		3	Humanities Elective	
3	Technical Elective		3	Human Culture: Behavioral/Social Science (BSS) Core*	
			3	CGT Globalization Selective	
15			**15**		

Cr	Fall 4th Year	Notes	Cr	Spring 4th Year	Notes
2	CGT 41101 Contemp Prob in CGT I		1	CGT 45001 Professional Practice II	
3	CGT Entertainment Selective		2	CGT 41201 Contemp Prob in CGT II	
3	Humanities Elective		0	CGT 40500 Senior Portfolio Review	
3	Technical Elective		3	Advanced English Selective	
3	Free Elective		3	Technical Elective	
2	Free Elective		3	Free Elective	
			3	Free Elective	
16			**15**		

*Satisfies a University Core Requirement

Graduation Requirements:
**Intercultural Requirement, Humanities Requirement, Professional Requirement
Students must earn a "C-" or better in all CGT courses.
120 semester credits & 2.00 Graduation GPA required for Bachelor of Science degree.
Purdue policy states that a student may attempt a course no more than three (3) times. An attempt is defined as all courses displayed on a student's transcript including, but not limited to A,B,C,D,E,F,W,WF,I and IF
Each student must have 32 credit hours of 300- or 400-level Purdue courses for graduation.

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myPurduePlan is knowledge source for specific requirements and completion**

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Name:

PUID:

PICGT-BS
Catalog Term: 202410
120 Credit Hours to Graduate
"C-"or better required in all major courses

Departmental/Program Major Courses (54 credits)

Required Major Courses (39 credits)

Credits	Course
3	CGT 10501 - Introduction to Games
3	CGT 11600 – Geometric Modeling for Visualization and Communication
3	CGT 11800 – Fundamentals of Imaging Technology
3	CGT 14100 – Internet Foundations, Development & Technologies
3	CGT 17208 - UX Design Studio I Fundamentals (satisfies Science, Technology & Society for core)
0	CGT 20500 – Portfolio Review
3	CGT 21500 – CG Programming I
3	CGT 24500 – Game Development I: Core Skills & Technologies
1	CGT 25001 – Professional Practices I
3	CGT 25500 – Game Development II: Design & Psychology
3	CGT 27000 - Introduction to Data Visualization
0	CGT 30505 - Portfolio Review
6	CGT 36500 - Game Development Practicum
0	CGT 40500 – Senior Portfolio Review
2	CGT 41101 – Contemporary Problems in Applied CGT I
2	CGT 41201 – Contemporary Problems in Applied CGT II
1	CGT 45001 – Professional Practices II

Entertainment Selectives* - Select 3 of the following courses (15 credits)

Credits	Course
15	CGT Entertainment Selective

Other Departmental /Program Course Requirements (52 credits)

Credits	Course
3	SCLA 10100 - Transformative Texts: Written Communication and Critical Thinking: Antiquity to Modernity *(satisfies Written Communication for core)*
3	SCLA 10200 - Transformative Texts: Oral Communication and Critical Thinking: Modern World *(satisfies Oral Communication for core)*
3	MA 15800 – PreCalculus (*satisfies Quantitative Reasoning Selective for core*)
3	MA 16010 – Applied Calculus I (satisfies *Quantitative Reasoning Selective* for core)
4	PHYS 22000 – General Physics *(satisfies Science Selective for core)*
3	Human Cultures: Humanities (HUM) *(satisfies Human Cultures: Humanities for core)*
3	Human Cultures: Beahvioral/Social Science (BSS) *(satisfies Human Cultures: Behavioral/Social Science for Core)*
6	Humanities Elective
3	Science (SCI) *(satisfies Science for core)*
3	Advanced English Selective
3	Statistics Selective
3	CGT Global Selective
12	Technical Elective

Electives (14 credits)

Credits	Course
14	Free Elective

University Core Requirements

Human Cultures Humanities	*Science, Technology & Society Selective*
Human Cultures Behavioral/Social Science	*Written Communication*
Information Literacy	*Oral Communication*
Science Selective	*Quantitative Reasoning*
Science Selective	

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Polytechnic Institute

CGT Selective - Entertainment:

CGT 11200	Sketching for Visualization & Communication
CGT 11505	Scripting and Computational Thinking
CGT 12300	Animation Foundation
CGT 14700	Visual Effects Introduction
CGT 24100	Intro to Computer Animation
CGT 24700	VFX Particles & Procedures for FX
CGT 26505	Video Game Level Design
CGT 27000	Introduction to Data Visualization
CGT 27500	Data Visualization II
CGT 29000	Computer Graphics - Variable Titles
CGT 32101	Digital Illustration
CGT 32500	Animation For Games
CGT 33300	Modeling For Entertainment Graphics
CGT 33500	Game Scripting
CGT 34000	Digital Lighting & Rendering for Computer Animation
CGT 34100	Motion for Computer Animation
CGT 34505	Environment Modeling for Games
CGT 34600	Digital, Video Audio
CGT 34800	Photorealistic Shaders
CGT 35300	Principles of Interaction & Dynamic Media
CGT 35600	Web Programming, Development, & Data Integration
CGT 37000	Interactive Data Visualization
CGT 37500	Game Audio
CGT 37700	Scientific Visualization
CGT 38500	Game Production
CGT 39000	Computer Graphics - Variable Titles
CGT 42500	Game Design
CGT 44500	Game Development IV: Procedural Asset Creation for Games
CGT 45600	Advanced Web Programming, Development & Data Integration
CGT 47000	Data Visualization Studio
CGT 49000	Computer Graphics - Variable Titles
CGT 49100	Special Topics in Computer Graphics

Advanced English Selective

ENGL 20500	Introduction to Creative Writing	ENGL 42000	Business Writing
ENGL 30400	Advanced Composition	ENGL 42100	Technical Writing
ENGL 41900	Multimedia Writing		

Statistics Selective

IET 31600	Statistical Quality Control	STAT 30100	Elementary Statistical Methods
PSY 20100	Introduction to Statistics in Psychology	STAT 35000	Introduction to Statistics
STAT 22500	Introduction to Probability Models		

Technical Elective

Any Course within the Purdue Polytechnic Institute, Engineering, Management, or Science. Subjects include: AAE, ABE, AFT, ASTR, AT, BCHM, BCM, BIOL, BME, BMS, CE, CGT, CHE, CHM, CLPH, CM, CNIT, CPB, CS, EAPS, ECE, ECET, ECON, EEE, ENE, ENFY, ENGR, ENGT, ENTM, ENTR, EPCS, GEP, IDE, IE, IET, EPPH, IT, MA, MCMP, ME, MET, MFET, MGMT, MSE, MSL, NS, NUCL, NUPH, NUR, OBHR, OLS, PHPR, PHRM, PHYS, PTEC, SCI, STAT, TECH, & TLI.

Humanities Elective

Any Course within the Purdue College of Liberal Arts. Subjects include: AAS, AD, AMST, ANTH, ARAB, ASAM, ASL, CHNS, CLCS, CMPL, COM, DANC, ENGL, FR, FVS, GER, GREK, GS, GSLA, HEBR, HIST, IDIS, ITAL, JPNS, JWST, KOR, LALS, LATN, LC, LING, MARS, MUS, PHIL, POL, PTGS, REL, RUSS, SCLA, SOC, SPAN, THTR, & WGSS.

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Humanities Elective

Any Course within the Purdue College of Liberal Arts. Subjects include: AAS, AD, AMST, ANTH, ARAB, ASAM, ASL, CHNS, CLCS, CMPL, COM, DANC, ENGL, FR, FVS, GER, GREK, GS, GSLA, HEBR, HIST, IDIS, ITAL, JPNS, JWST, KOR, LALS, LATN, LC, LING, MARS, MUS, PHIL, POL, PTGS, REL, RUSS, SCLA, SOC, SPAN, THTR, & WGSS.

CORE CURRICULUM
https://www.purdue.edu/provost/students/s-initiatives/curriculum/courses.html
HUMAN CULTURES: HUMANITIES (HUM) CORE *(satisfies Human Cultures: Humanities)*
Any Human Cultures: Humanities (HUM) allowed.
HUMAN CULTURES: BEHAVIORAL/SOCIAL SCIENCE (BSS) CORE
Any Human Cultures: Behavioral/Social Science (BSS) allowed.
SCIENCE (SCI) CORE - 2 Courses Required. PHYS 22000 and 1 course Any Science (SCI) allowed.
SCIENCE, TECHNOLOGY & SOCIETY (STS) CORE - CGT 17208 UX Design Studio I Fundamentals - Required

CGT GLOBALIZATION SELECTIVE:

AAS 27100	Intro to African American Studies	HIST 30000	Eve of Destruction: Global Crises and World Organization in the 20th Century
AAS 37300	Issues in African American Studies	HIST 33805	History of Human Rights
AGR 20100	Communication Across Cultures	HIST 35000	Sci & Society in the 20th Centrury World
ANSC 38100	Leadership for a Diverse Workplace	HIST 36600	Hispanic Heritage of the USA
ANTH 20300	Biological Bases of Human Social Behavior	HIST 37700	History & Culture of Native America
ANTH 20500	Human Culture Diversity	HIST 46900	Black Civil Rights Movement
ANTH 21000	Technology and Culture	HTM 37000	Sustainable Tourism & Responsible Travel
ANTH 21200	Culture, Food and Health	HTM 37200	Global Tourism Geography
ANTH 23000	Gender Across Cultures	MSL 20100	Individual Leadership Studies
ANTH 34000	Global Perspectives on Health	OLS 35000	Creativity in Business & Industry
ANTH 34100	Culture and Personality	PHIL 11400	Global Moral Issues
ANTH 37900	Native American Cultures	PHIL 43500	Philosophy of Mindy
ARAB 28000	Arabic Culture	POL 22200	Women, Politics & Public Policy
ASAM 24000	Intr to Asian American Studies	POL 23500	Rich & Poor Nations
AT 23300	Ethics and Aviation	POL 32600	Black Political Participation in America
CNIT 32000	Policy, Regulation, & Globalization in IT	POL 32700	Global Green Policies
COM 22400	Communicating in the Global Workplace	POL 36000	Women and the Law
COM 30300	Intercultural Communication	POL 41300	The Human Basis of Politics
COM 32000	Small Group Communication	POL 42300	International Environmental Policy
COM 41200	Theories of Human Interaction	POL 42900	Contemporary Political Problems
COM 42300	Leadership, Communication, & Organizations	POL 43300	International Organization
ECET 29000	International Experience	PSY 12000	Elementary Psychology
ECET 38001	Global Professional Issues in ET	PUBH 23500	Stress And Human Health
EDPS 23500	Learning and Motivation	SOC 10000	Intro to Sociology
EDPS 30000	Student Leadership Development	SOC 31000	Racial and Ethnic Diversity
EDPS 30100	Peer Counseling Training	SOC 33900	Intro to Sociology of Developing Nations
EDPS 31500	Collaborative Leadership: Listening	SYS 30000	It's a Complex World-Addressing Global Challenges
EDPS 31600	Collaborative Leadership: Cross-cultural Settings	TECH 33000	Technology & the Global Society
EDPS 31700	Collaborative Leadership: Mentoring	TLI 11200	Foundations of Tech Leadership
ENGL 41400	Literature & Culture	TLI 31400	Leading Innovations in Organizations
HDFS 28000	Diversity in Individual & Family Life	WGSS 28200	Intro to LGBT Studies
HDFS 33200	Stress & Coping in Contemporary Families	WGSS 38000	Gender & Multicultralism
HEBR 38500	The Holocaust in Modern Hebrew Literature	WGSS 38300	Women and Work
		Any Foreign Language: 20100, 20200, 30100, 30200, 40100, 40200	

**Professional Requirement (1 required):
A Complete an Internship
B Complete a Co-op
C Employment during the academic year related to Major Field of Study
D Complete an in-class internship-like experience created by Major
E Student Proposed Alternative: must be commensurate with the expectations of Professional Requirements related to Major Field of Study