I M 590	Game Post-Production	3.0-6.0
	Hours	**6-12**
	Total Hours	**21-33**

MASTER OF SCIENCE IN GAME DEVELOPMENT - GAME PROGRAMMING CONCENTRATION

Department: Interactive Media (https://catalog.bradley.edu/graduate/communications-fine-arts/interactive-media/)

The Game Programming concentration of the Master of Science in Game Development (https://catalog.bradley.edu/graduate/programs/master-science-game-development/) provides students with essential background, understanding, knowledge, and skills in the practice of game programming and software design and development. The concentration consists of 30 semester hours of study including 27 semester hours of required courses and 3 semester hours of elective courses as outlined below.

Course Requirements

Code	Title	Hours
Required Courses		
CIS 556	Game Engine Programming	3.0
I M 588	Game Prototyping & Pre-Production	6.0
I M 589	Game Production	3.0-6.0
CS 590	Fundamentals of Software Engineering	3.0
or CIS 575	Computer Information Systems Analysis. Design and Integration	
I M 590	Game Post-Production	4.0
Elective Courses		
Select one of the following:		3.0
CIS 546	Advanced Mobile Programming	
CIS 559	Computer Game Capstone Project	
CIS 697	Advanced Topics in Computer Information Systems	
CIS 698	Directed Individual Studies in Computer Information Systems	
CS 514	Algorithms	
CS 591	Software Project Management	
Total Hours		**22-25**

M.S. Total: 30 hours

Course	Title	Hours
Semester 1		
CIS 556	Game Engine Programming	3.0
I M 588	Game Prototyping & Pre-Production	3.0-6.0
CS 590 or CIS 575	Fundamentals of Software Engineering or Computer Information Systems Analysis. Design and Integration	3.0
	Hours	**9-12**
Semester 2		
CS/CIS Elective		3.0
I M 589	Game Production	3.0-6.0
	Hours	**6-9**
Semester 3		
I M 589	Game Production	3.0-6.0