COMPUTER INFORMATION SYSTEMS- COMPUTER GAME TECHNOLOGY CONCENTRATION

Department: Computer Science and Information Systems (https://catalog.bradley.edu/undergraduate/liberal-arts-sciences/computer-science-information-systems/)

The Computer Game Technology concentration of the Computer Information Systems major (https://catalog.bradley.edu/undergraduate/programs/computer-information-systems-major/) provides students with essential background, understanding, knowledge, and skills in the practice of computer game technology and software design and development.

Students in this concentration must complete all requirements for the Computer Information Systems major (https://catalog.bradley.edu/undergraduate/programs/computer-information-systems-major/). In addition, the concentration is comprised of 12 semester hours of study including 9 semester hours of required courses and 3 semester hours of elective courses as outlined below.

Concentration Requirements

Code	Title	Hours
Required Courses		
CIS 350	Foundations of Game Programming	3.0
CIS 450	Game Programming Design Patterns	3.0
CIS 459	Computer Game Capstone Project	3.0
or I M 459	Game Capstone Project I	
Elective Courses		
Select one of the following:		3.0
I M 489	Game Capstone Project II	
CIS 451	Computer Game Design	
CIS 452	Computer Game Modification	
CIS 455	Computer Graphics	
CIS 456	Game Engine Programming	
Total Hours		**12**