NAU NORTHERN ARIZONA UNIVERSITY

College of Engineering, Informatics, and Applied Sciences

Immersive Media and Games Bachelor of Science

2023-2024 Undergraduate Catalog

Progression Plan-Classic

Sample Progression Plans are for planning purposes only; see the catalog for official details.

Year 1 - Fall	
IMG 186 The History And Theory Of Games	3
MAT 125 or MAT 136	4
PSY 101 Introduction To Psychology	3
Foundation English	4

Year 1 - Spring	
ART 135 Drawing Fundamentals I	3
CS 126 Computer Science I	3
CS 126L Computer Science I Lab	1
PHY 111 or PHY 161	4
ART 174 New Media Foundations	3
General Elective Course	2

Year 2 - Fall	
MAT 226 Discrete Mathematics	3
CS 136 Computer Science II	3
CS 136L Computer Science II Lab	1
ART 151 Three-Dimensional Design Fundamentals	3
CS 105 Computing Tools I	1
CS 205 Computing Tools II	1
Liberal Studies and/or Diversity	3

Year 2 - Spring	
PSY 260 Cognitive Psychology	3
IMG 386 Immersive Media Studio	3
CS 212 Web Programming I	3
Liberal Studies and/or Diversity	3
General Elective Course	3

Year 3 - Fall	
CS 200 or EE 215	3
CS 249 Data Structures	3
IMG 410 Computer Graphics	3
ART 274 New Media: 2d/3d Digital Fabrication	3
IMG 405 Games User Research	3

Year 3 - Spring	
IMG 333W Diversity, Equality And Inclusion In Games	3
IMG 420 2D Game Engines	3
IMG 411 Real Time Rendering	3
Immersive Media and Games Major Elective	3
General Elective Course	3

Year 4 - Fall	
IMG 476 Requirements Engineering	3
Immersive Media and Games Major Elective	3
Liberal Studies and/or Diversity	3
General Elective Course	3
General Elective Course	3

Year 4 - Spring	
IMG 486C	3
IMG 421 3D Game Engines	3
Immersive Media and Games Major Elective	3
General Elective Course	3
General Elective Course	3