

# Suggested Four-Year Plan of Study

## GAME DESIGN



### Game Design

#### FRESHMAN YEAR

##### Fall Semester

15 Credits

|           |   |
|-----------|---|
| ART 1400  | Drawing I.....(3)                                     |
| COMM 1105 | Introduction to Communication & Media Studies.....(3) |
| MATH xxxx | Math Elective (at or above the 1200 level).....(3)    |
| ENGL 1100 | Writing I.....(3)                                     |
| EXSS 1000 | Health & Fitness.....(3)                              |

##### Spring Semester

15 Credits

|           |  |
|-----------|--|
| GAME 2000 | Elements of Game Design.....(3)  |
| GAME 2200 | Introduction to Game Art.....(3)   |
| ENGL 1200 | Writing II.....(3)   |
|           | Design <b>OR</b> any Art course excluding<br>Game Design and LA&S core courses.....(3) |
|           | LA&S Elective.....(3)  |

#### JUNIOR YEAR

##### Fall Semester

15 Credits

|                     |  |
|---------------------|--|
| GAME 3060           | 3D Game Development.....(3)              |
| GAME xxxx           | Game Design Specialized Elective.....(3) |
| GAME xxxx <b>OR</b> | Game Design Elective <b>OR</b>           |
| COMM xxxx <b>OR</b> | Communications Media Elective <b>OR</b>  |
| THEA XXXX           | Theater Elective.....(3)                 |
|                     | Advanced LA&S Elective.....(3)           |
|                     | Advanced LA&S Elective.....(3)           |

##### Spring Semester

15 Credits

|                     |  |
|---------------------|--|
| GAME 3500           | Advanced Game Workshop.....(3)           |
| GAME xxxx           | Game Design Specialized Elective.....(3) |
| GAME xxxx <b>OR</b> | Game Design Elective <b>OR</b>           |
| COMM xxxx <b>OR</b> | Communications Media Elective <b>OR</b>  |
| THEA XXXX           | Theater Elective.....(3)                 |
|                     | Advanced LA&S Elective.....(3)           |
|                     | Advanced LA&S Elective.....(3)           |

#### SOPHOMORE YEAR

##### Fall Semester

16 Credits

|           |                                      |
|-----------|--------------------------------------|
| COMM 2003 | History of Interactive Media.....(3) |
| GAME 3000 | Game Design Workshop.....(3)         |
| CSC 1550  | Computer Science II.....(3)          |
| ENGL XXXX | Literature Course.....(3)            |
|           | LAB Science course.....(3)           |

##### Spring Semester\*

18 Credits

|                     |  |
|---------------------|--|
| GAME 3030           | Game Level Design.....(3)                    |
| GAME xxxx           | Game Design Specialized Elective.....(3)     |
| GAME xxxx <b>OR</b> | Game Design Elective <b>OR</b>               |
| COMM xxxx <b>OR</b> | Communications Media Elective <b>OR</b>      |
| THEA XXXX           | Theater Elective.....(3)                     |
| CSC 1550            | Computer Science II.....(3)                  |
| MUSC 2000 <b>OR</b> | Commonwealth of the Arts <b>OR</b>           |
| ART xxxx            | Art Elective.....(3)                         |
| PHIL 1000           | Introduction to Western Philosophy <b>OR</b> |
|                     | CTW Elective.....(3)                         |

#### SENIOR YEAR

##### Fall Semester

15 Credits

|                     |  |
|---------------------|--|
| GAME 4000           | Game Studies Seminar.....(3)             |
| GAME xxxx           | Game Design Specialized Elective.....(3) |
| GAME xxxx <b>OR</b> | Game Design Elective <b>OR</b>           |
| COMM xxxx <b>OR</b> | Communications Media Elective <b>OR</b>  |
| THEA XXXX           | Theater Elective.....(3)                 |
|                     | Free Elective.....(3)                    |
|                     | Free Elective.....(3)                    |

##### Spring Semester

12 Credits

|                     |                      |
|---------------------|----------------------|
| COMM 4880 <b>OR</b> | Internship <b>OR</b> |
| GAME 4100           | Game Studio.....(12) |

\* Students should take one 18-credit semester in the first 3 1/2 years as senior spring semester Internship is only 12 credits. An example of an 18-credit semester is shown above in the spring semester, sophomore year.

#### LA&S Elective List

- 1 CTW attribute (Citizenship & The World)
- 3 credits HAF attribute (Health/Fitness)
- 1 HIST subject (History)
- 1 HMN attribute (Human Behavior)
- 1 LIT attribute (Literature)

#### Advanced LA&S Options Area

Review the three options with your advisor and submit your decision to the Registrar's Office by completion of 60 credits.

**Completion of 120 credits required for graduation.**

#### Global Diversity Area

Two courses taken must meet the Global Diversity requirement: GDAN course + (GDC or GDCN course) **OR** GDCN course + (GDA or GDAN course). These courses are allowed to satisfy this requirement and another requirement at the same time.

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