

Suggested Four-Year Plan of Study

GAME DESIGN



Game Design

FRESHMAN YEAR

Fall Semester 15 Credits

GAME 2000	Elements of Game Design.....	3
ART 1400	Drawing (FA).....	3
ENGL 1100	Writing I.....	3
MATH 1300	Precalculus.....	3
FYE 1xxx	First Year Seminar.....	3

Spring Semester 15 Credits

GAME 2200	Introduction to Game Art.....	3
COMM 1105	Intro to Communications & Media Studies.....	3
ENGL 1200	Writing II.....	3
CSC 1500	Computer Science I.....	3
	Gen Ed/WS.....	3

JUNIOR YEAR

Fall Semester 15 Credits

GAME 3060	3D Game Development.....	3
GAME xxxx	Game Production Elective.....	3
	Game Production or Additional Elective.....	3
	Gen Ed/Exploration.....	3
	Gen Ed/Exploration.....	3

Fall Semester 15 Credits

GAME 3500	Advanced Game Workshop.....	3
GAME xxxx	Game Production Elective.....	3
	Game Production or Additional Elective.....	3
	Gen Ed/Exploration.....	3
	Gen Ed/Exploration.....	3

General Education: Foundation

- 3 credits Reading and Information Literacy (R and IL): First Year Experience
- 3 credits Writing (W): Writing I
- 3 credits Writing and Information Literacy (W and IL): Writing II
- 3 credits Quantitative Reasoning (QR) (MATH)
- 3 credits World Languages, Speaking and Listening (WS)

General Education: Exploration

- 3 credits Civic Learning (CV)
- 3 credits Diverse Perspectives (DP)
- 3 credits Ethical Reasoning (ER)
- 3 credits Fine Arts Expression and Analysis (FA)
- 3 credits Historical Inquiry and Analysis (HI)
- 3 credits Literary Inquiry and Analysis (LI)
- 3 credits Personal Wellness (PW)
- 3 credits Procedural and Logical Thinking (PL)
- 3 credits Scientific Inquiry and Analysis (SI)

General Education: Integration

- 9 credits AIA (3 of which must be Integrative High Impact Practice - IHIP)
- OR
- Minor (professional majors completing a minor or second major must include at least 9 credits in LA&S disciplines for that minor)

General Education: MAJ

- There may be major courses that have been approved to fulfill up to 3 General Education requirements (at least 9 credits). Varies by major and concentration.

Suggested 4-year plan of study. Completion of 120 credits required for graduation.

SOPHOMORE YEAR

Fall Semester 15 Credits

COMM 2003	History of Interactive Media & Games.....	3
GAME 3000	Game Design Workshop.....	3
GAME xxxx	Game Production Elective.....	3
	Gen Ed/Exploration.....	3
	Gen Ed/Exploration.....	3

Spring Semester 15 Credits

GAME 3030	Game Level Design.....	3
GAME xxxx	Game Production Elective.....	3
CSC 1550	Computer Science II.....	3
	Game Production or Additional Elective.....	3
	Gen Ed/Exploration.....	3

SENIOR YEAR

Fall Semester 18 Credits *

GAME 4000	Game Studies Seminar.....	3
	Game Production or Additional Elective.....	3
	Gen Ed/Exploration.....	3
	Gen Ed/Integration (AIA) or Minor Course.....	3
	Gen Ed/Integration (AIA) or Minor Course.....	3
	Free Elective.....	3

* Students should take one 18-credit semester in the first 3½ years as Senior Spring semester Capstone is only 12 credits. See example above.

Spring Semester 12 Credits

GAME 4100	Game Studio (IHIP) <u>or</u>	
COMM 4880	Internship (IHIP).....	12