Suggested Four-Year Plan of Study
GAME DESIGN

Game Design

FRESHMAN YEAR

**Fall Semester**
- ART 1400 Drawing I ................................................................. (3)
- COMM 1105 Introduction to Communication & Media Studies ....... (3)
- MATH 1300 Precalculus* (OR Math Elective at or above the 1200 level) .................................................. (3)
- ENGL 1100 Writing I ................................................................. (3)
- L&S Elective ............................................................................ (3)

15 Credits

**Spring Semester**
- GAME 2000 Elements of Game Design ....................................... (3)
- GAME 2200 Introduction to Game Art ....................................... (3)
- ENGL 1200 Writing II .............................................................. (3)
- Design OR any Art course excluding Game Design and L&S core courses ........................................ (3)
- L&S Elective ............................................................................ (3)

15 Credits

*MATH 1300 is the recommended Math Elective as a prerequisite for PHYS 2300.

shown above in the spring semester, sophomore year.

JUNIOR YEAR

**Fall Semester**
- GAME 3060 3D Game Development ........................................ (3)
- GAME xxxx Game Design Elective ........................................ (3)
- GAME xxxx Game Design Elective ........................................ (3)
- Advanced L&S Elective ......................................................... (3)
- Advanced L&S Elective ......................................................... (3)

15 Credits

**Spring Semester**
- GAME 3500 Advanced Game Workshop .................................. (3)
- GAME xxxx Game Design Elective ........................................ (3)
- GAME xxxx Game Design Elective ........................................ (3)
- Advanced L&S Elective ......................................................... (3)
- Advanced L&S Elective ......................................................... (3)

16 Credits

SOPHOMORE YEAR

**Fall Semester**
- COMM 2003 History of Interactive Media .................................. (3)
- GAME 3000 Game Design Workshop ...................................... (3)
- CSC 1500 Computer Science I ................................................ (3)
- PHYS 2300 OR LAB ............................................................... (3)
- L&S Elective ............................................................................ (3)

16 Credits

**Spring Semester**
- GAME 3030 Game Level Design ............................................... (3)
- GAME xxxx Game Design Elective ........................................ (3)
- ENGL 3500 OR ENGL 3510 Creative Writing OR Fiction Writing .................................................. (3)
- CSC 1550 Computer Science II ................................................ (3)
- L&S Elective ............................................................................ (3)
- L&S Elective ............................................................................ (3)

18 Credits

**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 Advanced L&S Elective.**

SENIOR YEAR

**Fall Semester**
- GAME 4000 Game Studies Seminar ......................................... (3)
- Free Elective ........................................................................... (3)
- Free Elective ........................................................................... (3)
- Free Elective ........................................................................... (3)
- Free Elective ........................................................................... (3)

15 Credits

**Spring Semester**
- COMM 4880 Internship ......................................................... (12)

12 Credits

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 L&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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