

# Suggested Four-Year Plan of Study

## GAME DESIGN



### Game Design

#### FRESHMAN YEAR

##### Fall Semester

15 Credits

GAME 2000	Elements of Game Design .....(3)
COMM 1105	Introduction to Communication & Media Studies .....(3)
ART 1400	Drawing I .....(3)
ENGL 1100	Writing I .....(3)
MATH xxxx	Math Elective (at or above the 1100 level).....(3)

##### Spring Semester

15 Credits

GAME 2200	Introduction to Game Art .....(3)
ENGL 1200	Writing II .....(3)
CSC 1500	Computer Science I .....(3)
HIST xxxx	History Elective .....(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 OR COMM xxxx OR THEA XXXX	Game Design Elective OR Communications Media Elective OR 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 OR COMM xxxx OR THEA XXXX	Game Design Elective OR Communications Media Elective OR Theater Elective .....(3)
	Advanced LA&S Elective.....(3)
	Advanced LA&S Elective.....(3)

#### SOPHOMORE YEAR

##### Fall Semester

15 Credits

COMM 2003	History of Interactive Media.....(3)
GAME 2300	Game Design Workshop .....(3)
ENGL XXXX	Literature Course .....(3)
	LAB Science course .....(3)
	LA&S Elective .....(3)

##### Spring Semester\*

18 Credits

GAME 3030	Game Level Design.....(3)
GAME xxxx	Game Design Specialized Elective.....(3)
GAME xxxx OR COMM xxxx OR THEA XXXX	Game Design Elective OR Communications Media Elective OR Theater Elective .....(3)
CSC 1550	Computer Science II.....(3)
	LA&S Elective .....(3)
	LA&S Elective .....(3)

#### SENIOR YEAR

##### Fall Semester

15 Credits

GAME 4000	Game Studies Seminar .....(3)
GAME xxxx	Game Design Specialized Elective.....(3)
GAME xxxx OR COMM xxxx OR THEA XXXX	Game Design Elective OR Communications Media Elective OR Theater Elective .....(3)
	Free Elective .....(3)
	Free Elective .....(3)

##### Spring Semester

12 Credits

COMM 4880 OR GAME 4100	Internship OR Game Studio ..... (12)
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\* 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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