

Bachelor of Science

Interdisciplinary Studies with a Major in Game Studies and Design-Development and Criticism (BS)

Kevin Moberly, Director of Monarch Institute of Game Development & Design

The interdisciplinary studies Game Studies and Design major is for students who are interested in three specific aspects of game production and criticism (programming, designing, or studying games and game-related productions), but who are also interested in a larger understanding of the game design and development process. Students may choose a major in either Development and Criticism or Design and Criticism.

Graduates of this undergraduate major will be strong candidates for jobs in the mainstream gaming industry, game journalism, and graduate programs in game studies.

Requirements

Lower-Division General Education

Written Communication (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#written)	6
Oral Communication (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#oral)	3
Mathematics (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#math)	3
Language and Culture (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#language)	0-6
Information Literacy and Research (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#information)	3
Human Behavior (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#behavior)	3
Human Creativity (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#creativity)	3
Interpreting the Past (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#interpret)	3
Literature (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#literature)	3
Philosophy and Ethics (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#philosophy)	3
The Nature of Science (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#nature)	8
Impact of Technology (https://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#impact)	3

Written Communication: Grade of C or better required in both courses and in ENGL 110C and before declaring major.

Mathematics: MATH 101M for Design majors; MATH 102M or MATH 103M for Development majors

Impact of Technology requirement is met in the major by GAME 201T.

Upper-Division General Education

Met in the major.

Requirements for Graduation

Requirements for graduation include the following:

- Minimum of 120 credit hours.
- Minimum of 30 credit hours overall and 12 credit hours of upper-level courses in the major program from Old Dominion University.
- Minimum overall cumulative grade point average of C (2.00) in all courses taken.
- Minimum overall cumulative grade point average of C (2.00) in all courses taken toward the major.
- Minimum overall cumulative grade point average of C (2.00) in all courses taken toward a minor.
- Completion of ENGL 110C, ENGL 211C or ENGL 231C, and the writing intensive (W) course in the major with a grade of C or better. The W course must be taken at Old Dominion University.
- Completion of Senior Assessment.

Interdisciplinary Studies Core

IDS 300W	Interdisciplinary Theory and Concepts *	3
IDS 301	Data and Humanities Research **	3
IDS 493	IDS Electronic Portfolio Project **	3
Total Credit Hours		9

* Offered online only. Grade of C or better required.

** Offered online only. Grade of C- or better required.

Game Studies and Design-Development and Criticism Major

General Education

Complete lower-division requirements 35-47

Complete upper-division requirements (met in the major)

Interdisciplinary Studies Core

Complete interdisciplinary studies core requirements 9

Game Development and Criticism Core (26 Credits)

GAME 111	Introduction to Game Programming	3
GAME 201T	Introduction to Game Studies	3
GAME 240	Game Criticism	3
GAME 250	Rapid Game Prototyping	3
GAME 360	Development with Game Engines	3
GAME 450	Game Development and Design Workshop	3

Select one of the following: 4

CS 150 Introduction to Programming with C++

CS 151 Introduction to Programming with Java

CS 153 Introduction to Programming with Python

Select one of the following: 4

CS 250 Programming with C++

CS 251 Programming with Java

CS 253 Transfer Credit for Programming with Python

Game Design and Criticism Controlled Electives

Select six credits from the following: 6

CS 252 Introduction to Unix for Programmers

CS 260 C++ for Programmers

CS 261 Java for Programmers

CS 330 Object-Oriented Design and Programming

CS 361 Data Structures and Algorithms

ECE 407 Introduction to Game Development

GAME 395 Topics in Game Studies

GAME 460 Advanced Development with Game Engines

GAME/ENTR 494 Entrepreneurship in Game Studies, Development, and Design

IT 205	Introduction to Object-Oriented Programming
IT 310	Object-Oriented Programming with C++
IT 374	C# and Applications

Total Credit Hours **76-88**

Electives

Elective courses may be taken for the remainder of the minimum 120 credits required for the degree.

Honors Program in Interdisciplinary Studies

Qualified students in the interdisciplinary studies majors may earn honors by fulfilling all degree requirements and meeting the honors requirements listed below.

1. Attain an overall grade point average of 3.25.
2. Attain a grade point average in the major of 3.5.
3. Complete two upper-division courses designated as honors courses: IDS 300W and IDS 493.
4. Complete at least 60 credits at Old Dominion University, 54 of which must be in grade-point graded courses.

An application for departmental honors must be provided by the student for approval by the Director of Interdisciplinary Programs.

Degree Program Guide

The Degree Program Guide is a suggested curriculum to complete this degree program in four years. It is just one of several plans that will work and is presented only as broad guidance to students. Each student is strongly encouraged to develop a customized plan in consultation with their academic advisor. Additional information can also be found in Degree Works.

Course	Title	Credit Hours
Freshman		
Fall		
ENGL 110C	English Composition (Grade of C or better required)	3
Human Creativity		3
MATH 102M or MATH 103M	College Algebra (C or better required) or College Algebra with Supplemental Instruction	3
Interpreting the Past		3
Elective or Language and Culture I (May be waived; See requirement details)		3
Credit Hours		15
Spring		
MATH 162M	Precalculus I (C or better required)	3
GAME 201T		3
Literature		3
Human Behavior		3
Elective or Language and Culture II (May be waived; See requirement details)		3
Credit Hours		15

Sophomore

Fall

ENGL 211C or ENGL 231C	Writing, Rhetoric, and Research (Grade of C or better required) or Writing, Rhetoric, and Research: Special Topics	3
---------------------------	---	---

Nature of Science I	4
Oral Communication	3
Information Literacy and Research	3
Elective	3

Credit Hours **16**

Spring

Nature of Science II	4	
GAME 240	Game Criticism	3
GAME 250	Rapid Game Prototyping	3
CS 150 or CS 151 or CS 153	Introduction to Programming with C++ or Introduction to Programming with Java or Introduction to Programming with Python	4

Credit Hours **14**

Junior

Fall

IDS 300W	Interdisciplinary Theory and Concepts (Grade of C or better required)	3
GAME 111	Introduction to Game Programming	3
CS 250 or CS 251 or CS 253	Programming with C++ or Programming with Java or Transfer Credit for Programming with Python	4
Philosophy and Ethics		3

Credit Hours **13**

Spring

IDS 301	Data and Humanities Research (Grade of C- or better required)	3
GAME 360	Development with Game Engines	3
Electives		12

Credit Hours **18**

Senior

Fall

IDS 493	IDS Electronic Portfolio Project (Grade of C- or better required)	3
Approved Elective		3
Electives		9

Credit Hours **15**

Spring

GAME 450	Game Development and Design Workshop	3
Approved Elective		3
Electives		8

Credit Hours **14**

Total Credit Hours **120**

BA or BS to MBA (Master of Business Administration) Dual Dominion Program

The Dual Dominion BA/MBA or BS/MBA program is an early entry to the MBA program of study. The early-entry program is designed for well qualified non-business undergraduate ODU students to start their MBA program prior to completing their undergraduate degree. Well qualified non-business undergraduate students may take MBA-level courses as early as three semesters prior to graduation and count up to 12 graduate credits toward their undergraduate degree. Students participating in the early-entry program must earn a minimum of 150 credit hours (120 discrete credit hours for the undergraduate degree and 30 discrete credit hours for the graduate degree). Early-entry program students should carefully consider their undergraduate degree program requirements when planning their course of study. Students in the early-entry program work in close consultation with the MBA Program Office and should refer to information in the Strome College of Business section in the graduate catalog (<https://catalog.odu.edu/graduate/stromecollegeofbusiness/>) to develop an individualized plan of study based on the required coursework.

BA or BS to MPA (Master of Public Administration) Dual Dominion Program

The Dual Dominion BA/MPA or BS/MPA program provides qualified Old Dominion University undergraduate students with the opportunity to earn a master's degree in public administration while taking credits in the MPA program as an undergraduate student. The program is designed for highly motivated students with the desire to immediately continue their education after the bachelor's degree. The program is especially relevant to individuals seeking to work (or currently working) in the public or non-profit sectors, but is suitable for students from any undergraduate major. Graduate courses may be taken during the fall and spring semester of the student's senior undergraduate year. Up to 12 graduate credits can count toward both the undergraduate and graduate degree and can meet upper-level General Education requirements. After receiving the undergraduate degree, a student will continue with the MPA program, taking MPA courses until completing the required 39 credit hours. Students in the Dual Dominion program must earn a minimum of 150 credit hours (120 discrete credit hours for the undergraduate degree and 30 discrete credit hours for the graduate degree).

Requirements for admission to the graduate program can be found in the School of Public Service section of the Graduate Catalog (<https://catalog.odu.edu/graduate/business/public-service/>). For additional information, please contact the School of Public Service in the Strome College of Business.