

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

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		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		3
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