

Sample Schedule: students are not limited to this plan; it is meant to serve as a guide for planning purposes in discussions with your academic advisor. This plan is one possible path to completing this degree in **four years**.

FIRST YEAR

First Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
Arts & Humanities Requirement	ART 121 required	3	F/S/SU
CSC 105 Introduction to Computers		3	F/S/SU
CSC 150 Programming I		3	F/S/SU
GAME 101 Game Design Core Exp		1	F
Mathematics Requirement	MATH 123 Calculus I	4	F/S/SU
Written Communication Requirement	ENGL 101 recommended	3	F/S/SU
Total Credit Hours		17	

Second Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 282 2D Design on Computers I	P = ART 121 and CSC 105	3	F/S
CSC 250 Programming II	P = CSC 150	3	F/S/SU
GAME 111 Intro to Game Design	P = ART 121 and CSC 150	3	F/S
MATH 282 Math for Games		3	F/S
Social Sciences Requirement	PSYC 101 or SOC 285 recommended	3	F/S/SU
Total Credit Hours		15	

SECOND YEAR

Third Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 382 3D Design on Computers I	P = ART 121, ARTD 282 and CSC 105	3	F
GAME 220 Game Programming Tools	P = CSC 250	3	F
GAME 261 Worldbuilding		3	F
Natural Science Requirement*	PHYS 111/111L or PHYS 211/211L	4	F
Written Communication	ENGL 201 Recommended	3	F/S/SU
Total Credit Hours		16	

*Because of excessive duplication, the following combinations are not permitted: PHYS 111/211 or PHYS 113/213.

Fourth Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 385 3D Design on Computers II	P = ARTD 382	3	S
CSC 300 Data Structures	P = CSC 250	3	F/S/SU

Course	Prerequisites / Comments	Credits	Semester(s) Offered
GAME 222 Computer Game Design	P = GAME 111, CSC 250 and ARTD 282 or ARTD 285	3	S
GAME 375 Level Design I	P = ARTD 382	3	S
Natural Science Requirement*	Any Natural Science	4	F/S
Total Credit Hours		16	

THIRD YEAR

Fifth Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
CIS 332 Structured Analysis & Design or CSC 321 Information Security Management	P = CIS 123 or CIS 130 or CSC 150 P = Completed 30 hours.	3	F/S/SU
CSC 334 Web Programming	P = CSC 250	3	F/S/SU
GAME 333 Project and Process I	P = ARTD 282, ARTD 285, CSC 300 and GAME 222	3	F
GAME 475 Level Design II	P = GAME 375	3	F
Oral Communication Requirement	CMST 101 or CMST 215 or CMST 222	3	F/S/SU
Total Credit Hours		15	

Sixth Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 285 2D Design on Computers II	P = ART 121 and CSC 105	3	S
Arts & Humanities Requirement	Must not be ART or ARTH; MUS 100 or THEA 201 recommended	3	F/S/SU
GAME 351	P = GAME 101 and GAME 111	3	S
GAME 334 Project and Process II	P = GAME 333	3	S
Elective		3	S
Total Credit Hours		15	

FOURTH YEAR

Seventh Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
GAME 444 Project Development	P = GAME 334	3	F
Social Science Requirement	PSYC 101 or SOC 285 recommended	3	F/S/SU
Electives		6	
Total Credit Hours		15	

Eighth Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
GAME 445 Project Development II	P = GAME 444	3	S
Electives		11	
Total Credit Hours		14	

P = Course Prerequisite

Semester: F = Fall; S = Spring; SU = Summer

Information and course schedules may change. This is not a contract.