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 186 3D Design on Computers I		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 - – Students should consider study abroad as an option to enhance their undergraduate experience. While it is possible to study abroad any time, this is the preferred semester. For more information regarding study abroad, speak to your advisor and the International Office.

Course	Prerequisites / Comments	Credits	Semester(s) Offered
ARTD 255 3-D Character Animation, Rigging and Lighting	P = ARTD 186	3	S
CSC 300 Data Structures	P = CSC 250	3	F/S/SU
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 186	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.