

Game Design, B.S.

University Core Curriculum - 36 hours

Program requirements satisfy 12 of the 48 hours in the Core Curriculum.

- The Arts and Humanities elective area is satisfied by EGL 2273.
- The Mathematics elective area is satisfied by one of the following: BUS 2193, MTH 1003, MTH 1123, MTH 1134, MTH 2103, MTH 3183, PSY 2383.
- The Social and Behavioral Sciences elective area is satisfied by PSY 1013 and PSY 3423.

[Core Curriculum Courses](#)

Major Field Courses - 52-53 hours

ART 1123 Computer Graphics
ART 2273 3D Modeling for Designers & Illustrators
ART 2613 Digital Illustration
ART 4973 Senior Cinema Project I
ART 4983 Senior Cinema Project II
CS 1113 Introduction to Computing
CS 1301 Introduction to Game Design
CS 2233 Object-Oriented Programming
CS 3333 Game Design 1
CS 3343 Game Design 2
EGL 2273 Introduction to Creative Writing
MTH 1153 Linear Algebra
MTH 2213 Discrete Mathematics
PSY 1013 Introductory Psychology
PSY 3423 Social Psychology

Literature Elective

One of the following

EGL 2243 Young Adult Literature
EGL 2483 Selected Topics in Genre: Fiction, Poetry,
Nonfiction, and Drama
EGL 3003 Masterpieces of Literature
EGL 3043 Irish Literature
EGL 3273 British Literature 1
EGL 3283 British Literature 2
EGL 3413 American Literature

Mathematics Elective

One of the following

MTH 1123 Survey of Calculus

MTH 1134 Calculus I

Statistics Elective

One of the following

BUS 2193 Business Statistics

MTH 1003 Introduction to Statistics

MTH 2103 Applied Statistics for Scientists

MTH 3183 Probability and Statistics

PSY 2383 Statistics for the Behavioral Sciences

Minor - 18-21 hours

Students must complete a minor, a double major, or a dual degree.

For the minor, the Computer Science Department recommends one of the following: Computer Science or Data Analytics.

Minor field, area of interest, or electives as necessary to complete minimum total hours

Minimum total semester hours - 120