



MAJOR ACADEMIC PLAN (MAP)

Computer Game Design
EFFECTIVE CATALOG YEAR 2017-18



Sample Schedule (subject to course rotations)

Starting Math in Calculus I

FALL		SPRING	
First Semester	CR	Second Semester	CR
ENGL 101 Composition I	3	ARTD 282 2-D Design on Computers I	3
MATH 123 Calculus I	4	CSC 250 Programming II	3
CSC 105 Introduction to Computers	3	MATH 282 Math For Games	3
CSC 150 Programming I	3	GAME 111 Intro to Game Design	3
ART 121 2-D Design	3	Gen-Ed	3
GAME 101 Game Design Core Experience	1		15
	17		
32			
Third Semester	CR	Fourth Semester	CR
PHYS 211 Physics I	4	GAME 375 Level Design I	3
ARTD 382 3-D Design on Computers I	3	PHYS 213 Physics II	4
GAME 261 Worldbuilding	3	CSC 300 Data Structures	3
CSC 260 Object-Oriented Design	3	ARTD 385 3-D Design on Computers II	3
GAME 220 Game Programming Tools	3	GAME 222 Computer Game Design	3
	16		16
32			
Fifth Semester	CR	Sixth Semester	CR
GAME 333	3	GAME 334	3
SPCM Speech I	3	Gen-ed	3
CSC 275 Web Programming I	3	CSC 375 Web Programming II	3
CIS 332 Structured Analysis & Design	3	ARTD 285 2-D Design on Computers II	3
Elective	3	Elective	3
	15		15
30			
Seventh Semester	CR	Eighth Semester	CR
GAME 444 Project Development I	3	GAME 445 Project Development II	3
Gen-ed	3	Gen-ed	3
Elective	3	Elective	3
Elective	3	Elective	3
Elective	3		
	15		12



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Computer Game Design
EFFECTIVE CATALOG YEAR 2017-18



Sample Schedule (subject to course rotations)

Starting Math in College Algebra

FALL		SPRING	
First Semester	CR	Second Semester	CR
ENGL 101 Composition I	3	ARTD 282 2-D Design on Computers I	3
MATH 102 College Algebra	3	CSC 250 Programming II	3
CSC 105 Introduction to Computers	3	MATH 120 Trigonometry	3
CSC 150 Programming I	3	GAME 111 Intro to Game Design	3
ART 121 2-D Design	3	Gen-Ed	3
GAME 101 Game Design Core Experience	1		15
	16		

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Third Semester	CR	Fourth Semester	CR
PHYS 111 Physics I	4	GAME 375 Level Design I	3
ARTD 382 3-D Design on Computers I	3	PHYS 113 Physics II	4
GAME 261 Worldbuilding	3	CSC 300 Data Structures	3
CSC 260 Object-Oriented Design	3	ARTD 385 3-D Design on Computers II	3
GAME 220 Game Programming Tools	3	GAME 222 Computer Game Design	3
	16		16

32

Fifth Semester	CR	Sixth Semester	CR
GAME 333	3	GAME 334	3
SPCM Speech I	3	Gen-ed	3
CSC 275 Web Programming I	3	CSC 375 Web Programming II	3
CIS 332 Structured Analysis & Design	3	ARTD 285 2-D Design on Computers II	3
MATH 123 Calculus 1	4	MATH 282 Math for Games	3
	16		15

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Seventh Semester	CR	Eighth Semester	CR
GAME 444 Project Development I	3	GAME 445 Project Development II	3
Gen-ed	3	Gen-ed	3
Elective	3	Elective	3
Elective	3	Elective	3
Elective	3		
	15		12

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EFFECTIVE CATALOG YEAR 2017-18



Sample Schedule (subject to course rotations) Including an Emphasis Area

FALL		SPRING	
First Semester	CR	Second Semester	CR
ENGL 101 Composition I	3	ARTD 282 2-D Design on Computers I	3
MATH 123 Calculus I	4	CSC 250 Programming II	3
CSC 105 Introduction to Computers	3	MATH 282 Math For Games	3
CSC 150 Programming I	3	GAME 111 Intro to Game Design	3
ART 121 2-D Design	3	Gen-Ed	3
GAME 101 Game Design Core Experience	1		15
	17		
32			
Third Semester	CR	Fourth Semester	CR
PHYS 211 Physics I	4	GAME 375 Level Design I	3
ARTD 382 3-D Design on Computers I	3	PHYS 213 Physic II	4
GAME 261 Worldbuilding	3	CSC 300 Data Structures	3
CSC 260 Object-Oriented Design	3	ARTD 385 3-D Design on Computers II	3
GAME 220 Game Programming Tools	3	GAME 222 Computer Game Design	3
	16		16
32			
Fifth Semester	CR	Sixth Semester	CR
GAME 333	3	GAME 334	3
SPCM Speech I	3	Gen-ed	3
CSC 275 Web Programming I	3	CSC 375 Web Programming II	3
CIS 332 Structured Analysis & Design	3	ARTD 285 2-D Design on Computers II	3
Emphasis	3	Emphasis	3
Emphasis	3		15
	18		
33			
Seventh Semester	CR	Eighth Semester	CR
GAME 444 Project Development I	3	GAME 445 Project Development II	3
Gen-ed	3	Gen-ed	3
Emphasis	3	Emphasis	3
Emphasis	3	Emphasis	3
Emphasis	3	Emphasis	
Emphasis	3		15
	18		

