



**PLAN OF STUDY**  
**Computer Game Design**  
 EFFECTIVE CATALOG YEAR 2016-17



**Sample Schedule (subject to course rotations)**

FALL		SPRING	
First Semester	CR	Second Semester	CR
SGE Written Composition (ENGL 101)	3	GAME 111 Intro to Game Design	3
SGE Oral Communication	3	SGE Mathematics (MATH 123)	3
IGR - CSC 105 Introduction to Computers	3	SGE Social Science	3
SGE Arts & Humanities (ART 121)	3	IGR CSC 150 Computer Science I	3
SGE-Natural Science (PHYS 111 or PHYS 113)	4	SGE Natural Science (PHYS 211 or PHYS 213)	4
	<b>16</b>		<b>16</b>

**32**

Third Semester	CR	Fourth Semester	CR
ARTD 282 2-D Design on Computers I	3	ARTD 285 2-D Design on Computers II	3
SGE Social Science	3	SGE Written Composition (ENGL 201)	3
SGE Arts & Humanities	3	Elective	3
IGR Writing Intensive	3	GAME 222 Computer Game Analysis & Dev	3
CIS 275 Web Application Programming I	3	IGR WEL 100L Wellness Lab	1
	<b>15</b>	IGR WEL 100 Wellness for Life	1

**29**

Fifth Semester	CR	Sixth Semester	CR
ARTD 382 3-D Design on Computers I	3	ARTD 385 3-D Design on Computers II	3
CIS 332 Structured Systems Analysis & Design	3	DAD 375 Storyboarding	3
CSC 260 Object-Oriented Design	3	CIS 375 Web Application Programming II	3
CSC 250 Computer Science II	3	CSC 300 Data Structures	3
MATH 282 Mathematics of Games	3	MCOM 353 Web-Based Interactivity	3
	<b>15</b>		<b>15</b>

**30**

Seventh Semester	CR	Eighth Semester	CR
GAME 333 Project and Process I	3	GAME 334 Project and Process I	3
GAME 444 Project Development I	3	GAME 445 Project Development II	3
ARTD 431 Computer Graphic Effects I	3	Elective	3
Elective	3	Elective	3
Elective	3	Elective	2
	<b>15</b>		<b>14</b>

**29**