

**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
	<b>Total Credit Hours</b>	<b>17</b>	

### 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 <b>or</b> SOC 285 recommended	3	F/S/SU
	<b>Total Credit Hours</b>	<b>15</b>	

## 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	P = CSC 250	3	F
Natural Science Requirement*	PHYS 111/111L <b>or</b> PHYS 211/211L	4	F
Written Communication	ENGL 201 Recommended	3	F/S/SU
	<b>Total Credit Hours</b>	<b>16</b>	

\*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 <b>or</b> ARTD 285	3	S
GAME 375 Level Design I		3	S
Natural Science Requirement*	PHYS 113/113L <b>or</b> PHYS 213/213L	4	S
<b>Total Credit Hours</b>		<b>16</b>	

## THIRD YEAR

### Fifth Semester

Course	Prerequisites / Comments	Credits	Semester(s) Offered
CIS 275 Web Programming I	P = CIS 123 <b>or</b> CIS 130 <b>or</b> CSC 150	3	F/S/SU
CIS 332 Structured Analysis & Design <b>or</b> CSC 321 Information Security Management	P = CIS 123 <b>or</b> CIS 130 <b>or</b> CSC 150	3	F/S/SU
CSC 310 Advanced Data Structures	P = CSC 300	3	F/S/SU
GAME 333 Project and Process I	P = ARTD 282, ARTD 285, CSC 300 <b>and</b> GAME 222	3	F
Oral Communication Requirement	SPCM 101 <b>or</b> SPCM 215 <b>or</b> SPCM 222	3	F/S/SU
<b>Total Credit Hours</b>		<b>15</b>	

### 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
CIS 375 Web Programming II	P = CIS 275 <b>or</b> MCOM 351	3	F/S/SU
GAME 334 Project and Process II	P = GAME 333	3	S
Elective		3	S
<b>Total Credit Hours</b>		<b>15</b>	

## FOURTH YEAR

### Seventh Semester

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

### Eighth Semester

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

P = Course Prerequisite

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

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