

Bachelor of Science Interdisciplinary Studies with a Major in Game Studies and Design- Design and Criticism (BS)

Degree Program Guide

The Degree Program Guide is a suggested curriculum to complete this degree program in four years. It is just one of several plans that will work and is presented only as broad guidance to students. Each student is strongly encouraged to develop a customized plan in consultation with their academic advisor. Additional information can also be found in Degree Works.

Course	Title	Credit Hours
Freshman		
Fall		
ENGL 110C	English Composition (Grade of C or better required)	3
MATH 101M	An Introduction to Mathematics for Critical Thinking	3
Human Creativity		3
Interpreting the Past		3
Elective or Language and Culture I (May be waived; See requirement details)		3
Credit Hours		15
Spring		
Literature		3
Human Behavior		3
Information Literacy and Research		3
Elective or Language and Culture II (May be waived; See requirement details)		3
GAME 201T	Introduction to Game Studies	3
Credit Hours		15
Sophomore		
Fall		
ENGL 211C or ENGL 231C	Writing, Rhetoric, and Research (Grade of C or better required) or Writing, Rhetoric, and Research: Special Topics	3
Nature of Science I		4
Oral Communication		3
Philosophy and Ethics (May be met by PHIL 355E)		3
GAME 214	Visual Design Fundamentals for Game Design	3
Credit Hours		16
Spring		
Nature of Science II		4
GAME 222	Technologies for Game Design and Development	3
GAME 240	Game Criticism	3
COMM 260	Understanding Media	3

Approved Elective		3
Credit Hours		16
Junior		
Fall		
IDS 300W	Interdisciplinary Theory and Concepts (C or better required)	3
GAME 355	Game Design and Rhetoric	3
Electives		9
Credit Hours		15
Spring		
ENGL 307T/IDS 307T or IDS 368 or IDS 493		3
Approved Elective		3
Electives		9
Credit Hours		15
Senior		
Fall		
ENGL 307T/IDS 307T or IDS 368 or IDS 493		3
Approved Elective		3
Electives		9
Credit Hours		15
Spring		
GAME 450	Game Development and Design Workshop	3
Electives		10
Credit Hours		13
Total Credit Hours		120