

# Bachelor of Science Interdisciplinary Studies with a Major in Game Studies and Design- Development 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
<b>Freshman</b>		
<b>Fall</b>		
ENGL 110C	English Composition (Grade of C or better required)	3
Human Creativity		3
MATH 102M or MATH 103M	College Algebra (C or better required) or College Algebra with Supplemental Instruction	3
Interpreting the Past		3
Elective or Language and Culture I (May be waived; See requirement details)		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
MATH 162M	Precalculus I (C or better required)	3
Literature		3
Human Behavior		3
Information Literacy and Research		3
Elective or Language and Culture II (May be waived; See requirement details)		3
<b>Credit Hours</b>		<b>15</b>
<b>Sophomore</b>		
<b>Fall</b>		
ENGL 211C or ENGL 231C	Writing, Rhetoric, and Research (Grade of C or better required) or Writing, Rhetoric, and Research: Special Topics	3
MATH 163	Precalculus II	3
Nature of Science I		4
Oral Communication		3
GAME 201T	Introduction to Game Studies (meets Impact of Technology)	3
<b>Credit Hours</b>		<b>16</b>
<b>Spring</b>		
Nature of Science II		4
GAME 240	Game Criticism	3

Philosophy and Ethics (May be met by PHIL 355E)		3
CS 150 or CS 151 or CS 153	Introduction to Programming with C++ or Introduction to Programming with Java or Introduction to Programming with Python	4
<b>Credit Hours</b>		<b>14</b>
<b>Junior</b>		
<b>Fall</b>		
IDS 300W	Interdisciplinary Theory and Concepts (C or better required)	3
CS 250 or CS 251 or CS 253	Programming with C++ or Programming with Java or Transfer Credit for Programming with Python	4
Major course		3
Electives		6
<b>Credit Hours</b>		<b>16</b>
<b>Spring</b>		
ENGL 307T/IDS 307T or IDS 368 or IDS 493		3
Electives		12
<b>Credit Hours</b>		<b>15</b>
<b>Senior</b>		
<b>Fall</b>		
ENGL 307T/IDS 307T or IDS 368 or IDS 493		3
Major course		3
Electives		9
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
GAME 450	Game Development and Design Workshop	3
Major course		3
Electives		8
<b>Credit Hours</b>		<b>14</b>
<b>Total Credit Hours</b>		<b>120</b>