

Game Design & Production

Videogames have become a multi-billion-dollar industry, surpassing all other forms of entertainment. From consoles to PCs, mobile devices and immersive media, gaming has launched several new career paths, and companies are actively seeking graduates with skills in these areas. Digital games have provided new forms of socialization, political organization, and economic power, and they are at the forefront of the organization of a virtual society.

Game Design and Production explores gaming history and cultures while teaching critical skills to work in this growing industry. This interdisciplinary program offers a major with three concentrations: Coding, Design, and Narrative, and a minor.

MAJOR

Game Design and Production is a 120-credit program for the B.A. degree and a 125-credit program for the B.S. degree.

Majors in this program must complete 30 credits and follow one of three concentrations as outlined below. Students who follow the Coding concentration are matriculated in the Kakos School of Science and will earn a B.S. degree upon graduation; students following the Design or Narrative concentration are matriculated in the School of Liberal Arts and will earn a B.A. degree upon graduation.

Upon completion of a major in Game Design & Production, students are expected to:

1. complete the planning, design, and building of digital games
2. describe the history, structure, and issues of the videogame industry
3. work collaboratively to apply their knowledge and skills
4. analyze the ethical issues they may encounter while creating an interactive game.

All majors will complete:

ART 134	The Culture of Games	3
CMPT 101	Computer Science I	3
COMM 365	Game Design & Development	3
ART 407	Senior Game Seminar	3

In addition, students will complete one of the following three 18-credit concentrations:

CODING (B.S. Kakos School of Science)

CMPT 102	Computer Science II	3
CMPT 238	Data Structures and Algorithms - I	3
CMPT 335	Discrete Structures	3
CMPT 360	Object Oriented Design with Java	3
CMPT 420	Artificial Intelligence	3

DESIGN (B.A. School of Liberal Arts)

ART 213	Digital Drawing	3
ART 307	3D Design, Modeling and Visualization	3
ART 309	Animation	3

and 9 credits of elective courses as described below.

NARRATIVE (B.A. School of Liberal Arts)

COMM 304	Digital Storytelling	3
COMM 359	Interactive Narratives	3
DASH 310	VR: Perception & Production	3

and 9 credits of elective courses as described below.

Elective Courses

Elective courses that satisfy major and minor requirements are approved by the program director and are related to gaming, digital production, coding, and the culture, marketing, and effects of videogames. Majors may apply 3 credits from an internship in the gaming industry.

Suggested elective courses

Courses required in other GAME concentrations, including:

ART 213	Digital Drawing	3
ART 307	3D Design, Modeling and Visualization	3
ART 309	Animation	3
CMPT 102	Computer Science II	3
CMPT 238	Data Structures and Algorithms - I	3
COMM 304	Digital Storytelling	3
COMM 359	Interactive Narratives	3
DASH 310	VR: Perception & Production	3

Other suggested elective courses:

ART 214	Introduction to Graphic Design	3
ART 380	Digital Video Art: Editing and Production	3
COMM 222	Introduction to Story and Post-Production	3
COMM 306	Web Design	3
COMM 316	Scriptwriting	3
DASH 200	Introduction to Digital Arts & Humanities	3
MUSC 390	Digital Audio Recording and Editing	3

In addition, students may enroll in specific special topics courses and other elective courses as approved by the Program Director.

MINOR

Students wishing to earn a minor in Game Design & Production must complete 15 credits, which include:

ART 134	The Culture of Games	3
COMM 365	Game Design & Development	3

and 9 credits of elective courses as approved by the program director.

Suggested elective courses

Courses required in GAME concentrations, including:

ART 213	Digital Drawing	3
ART 307	3D Design, Modeling and Visualization	3
ART 309	Animation	3
CMPT 101	Computer Science I	3
CMPT 102	Computer Science II	3
CMPT 238	Data Structures and Algorithms - I	3
COMM 304	Digital Storytelling	3
COMM 359	Interactive Narratives	3
DASH 310	VR: Perception & Production	3

Other suggested elective courses:

ART 214	Introduction to Graphic Design	3
ART 380	Digital Video Art: Editing and Production	3
COMM 222	Introduction to Story and Post-Production	3
COMM 306	Web Design	3
COMM 316	Scriptwriting	3
DASH 200	Introduction to Digital Arts & Humanities	3
MUSC 390	Digital Audio Recording and Editing	3

In addition, students may enroll in specific special topics courses and other elective courses as approved by the Program Director.

A minimum grade of C is required for courses to satisfy all major and minor requirements. Minors must have a contract signed and approved by the program director.