

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 will earn a B.S. degree upon graduation; students following the Design or Narrative concentration 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

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

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

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.

Four-year Course Plan (B.A., Design or Narrative Concentration)

Freshman

Fall	Credits	Spring	Credits
ART 134		3 CMPT 101	3
ENGL 110		3 PSYC 150	3
MATH 151		3 RELS 110	3
First Year Seminar		3 SOC 153	3
SPAN 101		3 SPAN 102	3
	15		15

Sophomore

Fall	Credits	Spring	Credits
ART 150		3 ART 307 or COMM 359	3
ART 213 or COMM 304		3 HIST 150	3
ENGL 150		3 SCI 204	3
RELS 214		3 CONC. Elective	3
SCI 203		3 Elective	3
	15		15

Junior

Fall	Credits	Spring	Credits
ART 309 or DASH 310		3 COMM 365	3
POSC 150		3 PHIL 150	3
RELS 349		3 SCI 230	3
Conc. elective		3 CONC. Elective	3
Elective		3 Elective	3
	15		15

Senior

Fall	Credits	Spring	Credits
ART 407		3 COMM 475	3
Electives		12 Electives	12
	15		15

Total Credits: 120

Four-year Course Plan (B.S., Coding Concentration)

Freshman

Fall	Credits	Spring	Credits
ART 134		3 CMPT 102	3
CMPT 101		3 ENGL 110	3
MATH 185		4 MATH 186	4
RELS 110		3 SPAN 102	3

SPAN 101		3 First Year Seminar	3
	16		16
Sophomore			
Fall	Credits	Spring	Credits
CMPT 238		3 CMPT 335	3
CMPT 360		3 ENGL 150	3
MATH 351		3 PHYS 102	3
PHIL 150		3 PHYS 192	1
PHYS 101		3 RELS 233	3
PHYS 191		1 SOC 150	3
	16		16
Junior			
Fall	Credits	Spring	Credits
ART 150		3 ART 213	3
COMM 365		3 CMPT 420	3
EECE 229		3 CMPT 431	3
PSYC 150		3 POSC 150	3
RELS 355		3 PHYS 221	4
	15		16
Senior			
Fall	Credits	Spring	Credits
ART 407		3 CMPT 465	3
COMM 304		3 COMM 475	3
HIST 150		3 Electives	9
PHIL 201		3	
Elective		3	
	15		15

Total Credits: 125

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.