BA in Games and Game Design
Sample 4-Year Course Sequence

Students should consult with their advisor to determine their plan of study.

Students must take 120 credit hours to graduate with an average of 15 credit hours per semester.

Course	Year 1		Year 2		Year 3		Year 4		
Major Coursework	FA	SP	FA	SP	FA	SP	FA	SP	TOT
AUDI 1000 - Audio Production for Non-Majors			3						3
ART 1110 – Intro to Drawing	3								3
ANIM 3030 Visual Storytelling			3						3
GAME 2000 - Intro to Video Game Theory and Design	3								3
GAME 2500 - Traditional Game Design		3							3
ANSO 2670 - Games and Society OR GAME 3150 – Game Studies				3					3
SCPT 3500 – Writing Screenplays for Film					3				3
GAME 3000 - Game Design I		3							3
GAME 3500 - Video Game History				3					3
GAME 3550 – Video Game Art		3							3
GAME 3650 - World Design				3					3
GAME 4000 - Level Design			3						3
GAME 4500 - Game Design II					3				3
GAME 4600 - Video Game Production						3			3
GAME 4620—Senior Overview/MDST 4950—Internship								3	3
In-Major Electives						3	3	3	9
Total Credits for Major									54
University Coursework									
FRSH 1200—Freshman Seminar	3								3
GCP Courses	3	3	3	3	3	3	3	3	24
Keys 4xxx							3		3
General Electives (May be in major)	3	3	3	3	6	6	6	6	36
Total Credits Per Semester	15	15	15	15	15	15	15	15	120