Webster UNIVERSITY

Degree Plan

GAMES AND GAME DESIGN (BA)

Student: _____   Student ID: _____   Phone #: _____   Email: _____

Address: _____   City: _____   State: _____   Zip: _____

Beginning Term: _____   Anticipated Completion: _____

Estimated Transfer Credits: ___	Estimated Webster Credits: ___	Total Credit Hours: ___
core requirements: ___	core requirements: ___	• *Transfer Credits + Webster Credits*
GCP courses: ___	GCP courses: ___	• *Minimum of 120 hours*
electives: ___	electives: ___	

REQUIRED CORE COURSES (54 hours)						
Course	**Hrs**	**Pre-requisite**	**Term**	**Year**	**Grade**	**Transfer**
ART 1110 Introduction to Drawing	3 sh		--			
AUDI 1000 Audio Production for Non-Majors	3 sh		--			
GAME 2000 Introduction to Video Game Theory and Design	3 sh		--			
GAME 2500 Traditional Game Design	3 sh		--			
ANIM 3030 Visual Storytelling	3 sh					
GAME 3000 Video Game Design I	3 sh	GAME 2000	--			
GAME 3500 History of Video Games	3 sh		--			
GAME 3550 Video Game Art	3 sh		--			
GAME 3650 World Design	3 sh	GAME 2000	--			
GAME 4000 Video Game Level Design	3 sh	GAME 2500, GAME 3000, GAME 3500	--			
GAME 4500 Video Game Design II	3 sh	GAME 2500, GAME 3000, GAME 3500, GAME 4000	--			
GAME 4600 Video Game Production	3 sh	GAME 4500	--			
GAME 4620 Senior Overview (Capstone)	3sh	Senior Standing	--			
OR			--			
MEDC 4950 Internship	3 sh	Senior Standing	--			
ANSO 2670 Games and Society	3 sh		--			
SCPT 3500 Writing Screenplays for Film	3 sh		--			
			--			
Elective Courses (Select 9 credit hours from the following)			--			
ANIM 1000 Animation	3 sh		--			
ANIM 1040 Storyboarding	3 sh		--			
ANIM 2200 3D Modeling	3 sh		--			
ANIM 3200 3D Animation and Rigging	3 sh		--			
ANIM 3150 Special Topics in Animation	3 sh		--			
COSC 1550 Computer Programming I	3 sh		--			
COSC 2070 Intro. to Mobile Technology	3 sh		--			

			Hrs						
FLST 2060	Modern World Cinema	4 sh	FILM 2050	--					
FLST 3160	Special Topics in Film Theory	3 sh		--					
FTVP 1000	Introduction to Film, Television, and Video Production	3 sh		--					
GAME 2650	Crowdfunding	3 sh		--					
GAME 3150	Special Topics in Game Design	3 sh		--					
INTM 1600	Introduction to Interactive Digital Media	3 sh		--					
INTM 2000	Strategic Writing for Interactive Media	3 sh		--					
INTM 2200	Visual Design for Interactive Media	3 sh	Instructor Permission	--					
INTM 3150	Special Topics in Interactive Digital Media	3 sh		--					
INTM 3200	Interface Design	3 sh	INTM 2200	--					
SCPT 3150	Special Topics in Scriptwriting	3 sh		--					

GLOBAL CITIZENSHIP PROGRAM (minimum 30 hours)

FIRST YEAR SEMINAR (3 hours)	Hrs	Term	Year	Grade	Transfer
	3sh	--			

KNOWLEDGE AREAS (24 hours)	SKILLS AREAS*									
	WCOM	OCOM	CRI	INTC	ETH	Hrs	Term	Year	Grade	Transfer
Roots of Cultures**	--	--	--	--	--					
	--	--	--	--	--	3sh	--			
	--	--	--	--	--	3sh	--			
Social Systems & Human Behaviors**										
	--	--	--	--	--	3sh	--			
	--	--	--	--	--	3sh	--			
Physical & Natural World										
	--	--	--	--	--	3sh	--			
Global Understanding										
	--	--	--	--	--	3sh	--			
Arts Appreciation										
	--	--	--	--	--	3sh	--			
Quantitative Literacy										
	--	--	--	--	--	3sh	--			
Skills Courses not associated with Knowledge Areas (optional)										
	--	--	--	--	--	3sh	--			
	--	--	--	--	--	3sh	--			
	--	--	--	--	--	3sh	--			

	--	--	--	--	--	3sh	--			
KEYSTONE SEMINAR (3 hours)	**Hrs**	**Term**	**Year**	**Grade**		**Transfer**				
	3sh	--								

NOTE: In addition to the First Year and Keystone Seminars, students must complete *all 5* Skills Requirements *within or in addition* to fulfilling each Knowledge Area. Courses with a grade of C- or better will satisfy GCP requirements.

Skills Areas: WCOM = Written Communication   OCOM = Oral Communication   ETH = Ethical Reasoning
     CRI = Critical Thinking   INTC = Intercultural Competence

**NOTE: Courses must have two different prefixes.

ELECTIVE COURSES					
TOTAL ELECTIVE TRANSFER HOURS					
REMAINING ELECTIVE HOURS					
Course	**Hrs**	**Pre-Requisite**	**Term**	**Year**	**Grade**
			--		
			--		
			--		
			--		
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			--		
			--		
			--		

COMMENTS:
- Pending official transcripts, course descriptions and administrative approval.
- You may change the recommended course sequence as needed as long as you do not take any course before or with its prerequisite(s).
- Not all courses are offered at all sites each term. Check with the site for the current rotation schedule as course schedules are subject to change.
- Transfer credit may apply as general education courses, elective courses or core course substitutions (if the courses are substantively the same as Webster core courses).
- This program plan is not a substitute for application, registration, transfer of credit or core course substitution requests. All other required forms must be filed in addition to this program plan.
- Signature on this program plan does not imply commitment for application or registration.

Advisor_____   Student_____

Phone:
Fax: 314-968-7166
Email: Date Advised: