Game Design Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Game Design curriculum is comprised of high-level game design and production courses that will take you deep into the game development pipeline. You will develop and expand your project and design skills through hands-on exercises in leadership, team management, game design, and marketing, while learning skills required to advance a career in the game production industry. In addition to strengthening these skills, the Game Design curriculum has foundational courses focusing on professional writing and mythology. This well-rounded education will help you hone leadership, design, and project-management skills in preparation for advancing through the game industry.
Objective
Bachelor's Objective The Game Design Bachelor of Science degree program will focus on the knowledge and understanding of game development necessary to be successful in qualifying for entry-level design and production positions. Completion of this degree program will greatly enhance your ability to work in a production role in the fast-paced environment of a game studio. The curriculum in this program develops your executive leadership skills and project and team-management abilities, and teaches the production methodologies and creative- and analytical-thinking skills required for game design. The Game Design Bachelor of Science degree program was designed to prepare students to qualify for entry-level industry positions in the fields of game design, quality-assurance testing, level design, game scripting, and a variety of others in the game and entertainment industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0

Month 4

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4.0

Month 5

Code	Title	Credit Hours
GDN1151	Design Tools	4.0

Month 6

Code	Title	Credit Hours
GDN1232	Introduction to Game Design	4.0

Month 7

Code	Title	Credit Hours
GDN1009	Introduction to Programming	3.0

Month 8

Code	Title	Credit Hours
GDN119	Project and Portfolio I: Game Design	3.0

Month 9

Code	Title	Credit Hours
PHY1020	Fundamentals of Physical Science	4.0

Month 10

Code	Title	Credit Hours
ENC1101	English Composition I	4.0

Month 11

Code	Title	Credit Hours
GDN2111	Scripting for Designers I	3.0

Month 12

Code	Title	Credit Hours
GDN2123	Systems Design	4.0
GDN1111	Professional Development Seminar I: Game Design	1.0

Month 13

Code	Title	Credit Hours
GDN3232	Building Functional Groups	4.0

Month 14

Code	Title	Credit Hours
GDN2112	Scripting for Designers II	4.0

Month 15

Code	Title	Credit Hours
GDN2211	Level Design I	4.0

Month 16

Code	Title	Credit Hours
GDN228	Project and Portfolio II: Game Design	3.0
GDN2222	Professional Development Seminar II: Game Design	1.0

Month 17

Code	Title	Credit Hours
GDN3251	Game Mechanics I	3.0
ENC3110	Technical Writing	4.0

Month 18

Code	Title	Credit Hours
GDN3361	Analytics and Decision-Making	3.0
STA3026	Statistics	4.0

Month 19

Code	Title	Credit Hours
GDN3311	Level Design II	3.0

Month 20

Code	Title	Credit Hours
GDN338	Project and Portfolio III: Game Design	3.0

Month 21

Code	Title	Credit Hours
GDN3113	Scripting for Designers III	3.0

Month 22

Code	Title	Credit Hours
GDN3252	Game Mechanics II	3.0
GDN348	Project and Portfolio IV: Game Design	3.0

Month 23

Code	Title	Credit Hours
GDN4235	Production and Planning	3.0
GDN4003	Systems Progression	3.0

Month 24

Code	Title	Credit Hours
GDN4542	Game Design Preproduction	4.0
HIS3320	Historical Archetypes and Mythology	4.0

Month 25

Code	Title	Credit Hours
GDN4920	Game Systems Integration	4.0
GDN358	Project and Portfolio V: Game Design	3.0

Month 26

Code	Title	Credit Hours
GDN4318	Game Balancing	3.0

Month 27

Code	Title	Credit Hours
GDN468	Project and Portfolio VI: Game Design	3.0
CRR4000	Career Readiness	4.0
	Total Credit Hours	**120**

Please Note

- This program is no longer accepting new enrollments.