Game Design Bachelor of Science

Degree Type

Bachelor of Science

Environment

campus

Program Length

80 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

Month 1

| Code | Title | Credit Hours |
|---------|-----------------------|--------------|
| GEN1011 | Creative Presentation | 3.0 |
| DEP1013 | Psychology of Play | 3.0 |

Month 2

Month 2

| Code | Title | Credit Hours |
|---------|--|--------------|
| TEM1001 | Technology in the Entertainment and Media Industries | 4.0 |
| GDN1151 | Design Tools | 4.0 |

Month 3

| Code | Title | Credit Hours |
|---------|----------------------|--------------|
| MAD1100 | Discrete Mathematics | 4.0 |

Month 4

Month 4

| Code | Title | Credit Hours |
|---------|----------------------------------|--------------|
| GDN1232 | Introduction to Game Design | 4.0 |
| PHY1020 | Fundamentals of Physical Science | 4.0 |

Month 5

Month 5

| Code | Title | Credit Hours |
|---------|-----------------------------|--------------|
| GDN1009 | Introduction to Programming | 3.0 |

Month 6

Month 6

| Code | Title | Credit Hours |
|---------|--------------------------------------|--------------|
| GDN119 | Project and Portfolio I: Game Design | 3.0 |
| ENC1101 | English Composition I | 4.0 |

Month 7

Month 7

| Code | Title | Credit Hours |
|---------|---|---------------------|
| GDN2111 | Scripting for Designers I | 3.0 |
| GDN2123 | Systems Design | 4.0 |
| GDNC111 | Professional Development Seminar I: Game Design | 1.0 |

Month 8

| Code | Title | Credit Hours |
|---------|----------------------------|--------------|
| GDN2112 | Scripting for Designers II | 4.0 |
| GDN3232 | Building Functional Groups | 4.0 |

Month 9

Month 9

| Code | Title | Credit Hours |
|---------|----------------|--------------|
| GDN2211 | Level Design I | 4.0 |

Month 10

Month 10

| Code | Title | Credit Hours |
|---------|--|--------------|
| GDN228 | Project and Portfolio II: Game Design | 3.0 |
| GDNC222 | Professional Development Seminar II: Game Design | 1.0 |

Month 11

Month 11

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

Month 12

Month 12

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

Month 13

| Code | Title | Credit Hours |
|---------|--|--------------|
| GDN3311 | Level Design II | 3.0 |
| GDN338 | Project and Portfolio III: Game Design | 3.0 |

Month 14

Month 14

| Code | Title | Credit Hours |
|---------|-----------------------------|--------------|
| GDN3113 | Scripting for Designers III | 3.0 |
| GDN3252 | Game Mechanics II | 3.0 |

Month 15

Month 15

| Code | Title | Credit Hours |
|---------|-------------------------------------|--------------|
| GDN4003 | Systems Progression | 3.0 |
| HIS3320 | Historical Archetypes and Mythology | 4.0 |

Month 16

Month 16

| Code | Title | Credit Hours |
|---------|---------------------------------------|--------------|
| GDN348 | Project and Portfolio IV: Game Design | 3.0 |
| GDN4235 | Production and Planning | 3.0 |

Month 17

Month 17

| Code | Title | Credit Hours |
|---------|---------------------------|--------------|
| GDN4542 | Game Design Preproduction | 4.0 |

Month 18

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

Month 19

Month 19

| Code | Title | Credit Hours |
|---------|----------------|--------------|
| GDN4318 | Game Balancing | 3.0 |

Month 20

Month 20

| 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.
- Some specific courses may be offered online. Please see course descriptions for details.