

# 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

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

## Month 2

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

## Month 3

Month 3

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
TEM1001	Technology in the Entertainment and Media Industries	4.0

## Month 4

Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MAD1100	Discrete Mathematics	4.0

## Month 5

Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN1151	Design Tools	4.0

## Month 6

Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN1232	Introduction to Game Design	4.0

## Month 7

Month 7

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN1009	Introduction to Programming	3.0

## Month 8

Month 8

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN119	Project and Portfolio I: Game Design	3.0

## Month 9

Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
PHY1020	Fundamentals of Physical Science	4.0

## Month 10

Month 10

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
ENC1101	English Composition I	4.0

## Month 11

Month 11

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN2111	Scripting for Designers I	3.0

## Month 12

Month 12

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

## Month 13

Month 13

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN3232	Building Functional Groups	4.0

## Month 14

Month 14

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN2112	Scripting for Designers II	4.0

## Month 15

Month 15

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN2211	Level Design I	4.0

## Month 16

Month 16

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

## Month 17

Month 17

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN3251	Game Mechanics I	3.0
ENC3110	Technical Writing	4.0

## Month 18

Month 18

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN3361	Analytics and Decision-Making	3.0
STA3026	Statistics	4.0

## Month 19

Month 19

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN3311	Level Design II	3.0

## Month 20

Month 20

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN338	Project and Portfolio III: Game Design	3.0

## Month 21

Month 21

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN3113	Scripting for Designers III	3.0

## Month 22

Month 22

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

## Month 23

Month 23

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN4235	Production and Planning	3.0
GDN4003	Systems Progression	3.0

## Month 24

Month 24

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN4542	Game Design Preproduction	4.0
HIS3320	Historical Archetypes and Mythology	4.0

## Month 25

Month 25

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

## Month 26

Month 26

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN4318	Game Balancing	3.0

## Month 27

Month 27

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDN468	Project and Portfolio VI: Game Design	3.0
CRR4000	Career Readiness	4.0
<b>Total Credit Hours</b>		<b>120</b>

Please Note

- This program is no longer accepting new enrollments.