

Student Name: \_\_\_\_\_

ID#: \_\_\_\_\_

Advisor Name: \_\_\_\_\_

Anticipated Graduation Date: \_\_\_\_\_

## GAME DEVELOPMENT MAJOR GAME DESIGN STREAM CHECKLIST (122 s.h.) 2023-24 Academic Calendar

THIS CHECKLIST IS INTENDED TO ASSIST STUDENTS AND ADVISORS IN ENSURING THAT ALL REQUIREMENTS ARE MET. IT IS THE RESPONSIBILITY OF THE **STUDENT** TO ENSURE THAT ALL REQUIREMENTS FOR THE GRANTING OF A DEGREE HAVE BEEN MET.

### 1. Inquiry: Ways of Knowing - Core Requirements (37 s.h.\*)

\*\*University Core Requirements are modified for students who transfer in with 57 s.h. or more of credit. See Academic Calendar for details (twu.ca/calendar)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
<b>FOUNDATIONAL INQUIRIES (28 sem. hrs.)</b>				<input type="checkbox"/>	Academic Writing Requirement <sup>2</sup>		
<i>Academic Research &amp; Writing</i>				<b>WAYS OF KNOWING (9 sem. hrs.)</b>			
<input type="checkbox"/>	ENGL _____	3	Choose 2 courses (6 sem. hrs.) from ENGL 101, 102, 103, 104.	In addition to the courses on the left, students must take an additional 18 sem. hrs., selecting 3 sem. hrs. from each of the following six categories. *At least 9 sem. hrs. must be from outside of the student's major.			
<input type="checkbox"/>	ENGL _____	3					
<i>Foundations</i>				<i>Aesthetic &amp; Performance Inquiry</i>			
<input type="checkbox"/>	FNDN 101	1	Compulsory during the first semester of the first year. <sup>1</sup>	<input type="checkbox"/>	_____	3	Choose 3 sem. hrs. from the Aesthetic & Performance Inquiry category below.
<input type="checkbox"/>	FNDN 102	3	Normally taken before year 3.	<i>Cultural &amp; Linguistic Inquiry</i>			
<input type="checkbox"/>	FNDN 201	3		<input type="checkbox"/>	_____	3	Choose 3 sem. hrs. from the Cultural & Linguistic Inquiry category below.
<i>Logical &amp; Ethical Reasoning</i>				<i>Experiential &amp; Embodied Inquiry</i>			
<input type="checkbox"/>	PHIL _____	3	Choose one of PHIL 100, 103, 105, 106, 109, or 210.	**	**	**	Satisfied by Program Requirements.
<i>Religious &amp; Spiritual Thought</i>				<i>Historical &amp; Archival Inquiry</i>			
<input type="checkbox"/>	RELS 110	3	Compulsory during the first semester of the first year.	**	**	**	Satisfied by Program Requirements.
<input type="checkbox"/>	RELS 111	3		<i>Quantitative &amp; Computational Inquiry</i>			
<input type="checkbox"/>	RELS 112	3		<input type="checkbox"/>	_____	3	Choose 3 sem. hrs. from the Quantitative & Computational Inquiry category below.
<i>Scientific Method &amp; Lab Research</i>				<i>Social &amp; Global Inquiry</i>			
<input type="checkbox"/>	_____	3	Choose one of BIOL 103, 104, 113/198, 114/199, 216, 241, 262; CHEM 101, 103/198, 111/198; GENV 109, 121, 262; GEOL 109; PHYS 111.	**	**	**	Satisfied by Program Requirements.

<sup>1</sup>FNDN 101 is compulsory during the first semester of the first year for all new students unless they have a minimum 24 sem. hrs. initial transfer credit.

<sup>2</sup>**Academic Writing Requirement:** students must take WRTG 100 (native English speakers) or WRTG 101 (non-native English speakers) in their first semester at TWU, unless exempt at the time of admission to the University. WRTG course credit may be included toward a degree program as elective credit.

#### Aesthetic & Performance Inquiry

Choose 3 semester hours from: ART 181, 182, 250; ENGL 207, 208, 310; HKIN 342; MCOM 211, 221, 231, 369; MUSI 110; PHIL 370; SAMC 111, 370; THTR 130, 161; any Music Ensembles; any Music Lessons.

#### Cultural & Linguistic Inquiry

Choose 3 semester hours from: ANTH 210, 395; EDUC 496; ENGL 334, 340, 482; GREE 235; HEBR 245; HIST 237; IDIS 201; POLS 237; RELS 235, 245; SOCI 395; any World Languages & Cultures course (CHIN, FREN, JAPA, RUSS, SPAN).

#### Quantitative & Computational Inquiry

Choose 3 semester hours from: BUSI 176, 275; CHEM 104, 112; CMPT 140; DATA 100; ECON 176, 275; GENV 282, 382, 383; MATH 102, 108, 123, 150, 190, 191; PHYS 112; PSYC 207; SOCI 207; SOCS 305, 383.

## 2. Required Game Development Courses (27 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
<input type="checkbox"/>	GAME 110	3		<input type="checkbox"/>	GAME 391	3	
<input type="checkbox"/>	GAME 160	3		<input type="checkbox"/>	GAME 490	3	
<input type="checkbox"/>	GAME 290	3		<input type="checkbox"/>	GAME 491	3	
<input type="checkbox"/>	GAME 380	3		<input type="checkbox"/>	MCOM 312	3	
<input type="checkbox"/>	GAME 390	3					

## 3. Required Game + Design Stream Courses (21 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
<input type="checkbox"/>	GAME 140	3		<input type="checkbox"/>	GAME 471	3	
<input type="checkbox"/>	GAME 240	3		<input type="checkbox"/>	MCOM 351	3	
<input type="checkbox"/>	GAME 340	3		<input type="checkbox"/>	_____	3	Choose from CMPT 140 or BUSI 111.
<input type="checkbox"/>	GAME 470	3					

## 4. Stream Elective Courses (15 s.h.)

✓	COURSE	S.H.	NOTES
<input type="checkbox"/>	_____	3	Stream Electives may be chosen from the following: ART 150, MCOM 252, 272, 361, GAME 260, 341, ENGL 207 or 208, BUSI 121, 176, 245, 280; any course from another Game Development stream; GAME 380. (NB. a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).
<input type="checkbox"/>	_____	3	
<input type="checkbox"/>	_____	3	
<input type="checkbox"/>	_____	3	
<input type="checkbox"/>	_____	3	

## 5. Ancillary Requirements (9 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
<input type="checkbox"/>	MCOM 111	3		<input type="checkbox"/>	SAMC 112	3	
<input type="checkbox"/>	MCOM 281	3					

## 6. Elective Courses (13 s.h.)

STUDENTS ARE ENCOURAGED, BUT NOT REQUIRED, TO TAKE ELECTIVE CLASSES THAT CONTRIBUTE TO A CONCENTRATION OR A MINOR. IF YOU CHOOSE TO TAKE A CONCENTRATION OR A MINOR, PLEASE ATTACH THE APPROPRIATE CONCENTRATION/MINOR CHECKLIST AVAILABLE AT [twu.ca/advising](http://twu.ca/advising). ALTERNATIVELY, STUDENTS MAY FULFILL ELECTIVE CREDITS WITH ADDITIONAL COURSES FROM THEIR AREA OF STUDY.

✓	SUBJECT	COURSE #	S.H.	NOTES	✓	SUBJECT	COURSE #	S.H.	NOTES
<input type="checkbox"/>					<input type="checkbox"/>				
<input type="checkbox"/>					<input type="checkbox"/>				
<input type="checkbox"/>					<input type="checkbox"/>				

- **NOTE:** A total of 122 s.h. of credit, including a minimum of 42 s.h. of upper-level credit (24 s.h. in the major) is required for graduation. A minimum overall (cumulative) GPA of 2.00 is required for graduation.
- **NOTE:** In order to be eligible for graduation you must complete an Application for Graduation via the Student Portal and submit a completed checklist to the Office of the Registrar by April 30 of the year prior to your completion (there is no fee to apply for graduation). Once your complete application has been received, a degree audit will be completed for you. This audit will confirm which courses are still outstanding in order for you to complete your degree.

*This program is offered under the written consent of the Minister of Advanced Education, Skills and Training effective June 5, 2019, having undergone a quality assessment process and been found to meet the criteria established by the minister. Nevertheless, prospective students are responsible for satisfying themselves that the program and the degree will be appropriate to their needs (for example, acceptable to potential employers, professional licensing bodies, or other educational institutions).*

		YEAR 1
✓	s.h.	Fall
	1	FNDN 101
	3	RELS 110
	3	ENGL 103
	3	PHIL 105 <sup>1</sup>
	3	GENV 121 <sup>1</sup>
	3	GAME 110
Semester Total:		16

		YEAR 2
✓	s.h.	Fall
	3	FREN 101 <sup>1</sup>
	3	GAME 240
	3	MCOM 351
	3	SAMC 112
	3	GAME 341 <sup>2</sup>
Semester Total:		15

		YEAR 3
✓	s.h.	Fall
	3	GAME 390
	3	MCOM 312
	3	GAME 340
	3	GAME 231 <sup>2</sup>
	3	GAME 260 <sup>2</sup>
	1	Elective
Semester Total:		16

		YEAR 4
✓	s.h.	Fall
	3	GAME 490
	3	BUSI 245 <sup>2</sup>
	3	Elective <sup>3</sup>
	3	Elective <sup>3</sup>
	3	Elective
Semester Total:		15

		YEAR 1
✓	s.h.	Spring
	3	RELS 111
	3	ENGL 104
	3	GAME 140
	3	GAME 160
	3	CMPT 140 or BUSI 111 <sup>4</sup>
Semester Total:		15

		YEAR 2
✓	s.h.	Spring
	3	FNDN 102
	3	ART 250 <sup>1</sup>
	3	GAME 290
	3	MCOM 281
	3	MCOM 111
Semester Total:		15

		YEAR 3
✓	s.h.	Spring
	3	FNDN 201
	3	RELS 112
	3	GAME 391
	3	GAME 471
	3	MUSI 340 <sup>2</sup>
Semester Total:		15

		YEAR 4
✓	s.h.	Spring
	3	GAME 380
	3	GAME 470
	3	GAME 491
	3	Elective
	3	Elective
Semester Total:		15

## COURSE LEGEND

### Core Courses

- Suggested Core course.
- Core electives should be chosen as follows:
- ONE Logical & Ethical Reasoning
  - ONE Scientific Method & Lab Research
  - ONE Aesthetic & Performance Inquiry
  - ONE Cultural & Linguistic Inquiry
  - ONE Quantitative & Computational Inquiry

### Major Courses

- Other stream electives may be chosen from: ART 150; MCOM 252, 272, 361; GAME 260, 341; ENGL 207 or 208; BUSI 121, 176, 245, 280; any course from another Game Development stream; GAME 380 (a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).

### Major + Core Courses

- If BUSI 111 is chosen here, another course is needed to fulfill the Quantitative & Computational Inquiry core requirement.

### Ancillary Courses

### Ancillary + Core Courses

### Electives

- Choose a 300- or 400-level elective.

*Summer Sessions are encouraged to reduce semester load and/or repeat courses.*

*This is an example of what a 4-year degree plan might look like. It is not the official program checklist. In the case of any discrepancy between this program plan and the checklist, the checklist shall prevail. It is the student's responsibility to ensure they complete all program requirements as laid out in the approved checklist.*