

Student Name: _____

ID#: _____

Advisor Name: _____

Anticipated Graduation Date: _____

GAME DEVELOPMENT MINOR/CONCENTRATION CHECKLIST (24/30 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.

MINOR (24 s.h.)

*A minimum of 12 s.h. must be upper level.

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
<input type="checkbox"/>	GAME 110	3		<input type="checkbox"/>	_____	_____	Developmental Skills (9 s.h.) Choose 9 s.h. from list below.
<input type="checkbox"/>	GAME 290	3		<input type="checkbox"/>	_____	_____	
<input type="checkbox"/>	GAME 390	3		<input type="checkbox"/>	_____	_____	
<input type="checkbox"/>	GAME 391	3					
<input type="checkbox"/>	MCOM 312	3					

CONCENTRATION (30 s.h)

*A minimum of 12 s.h. must be upper level.

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
<input type="checkbox"/>	GAME 110	3		<input type="checkbox"/>	_____	_____	Developmental Skills (15 s.h.) Choose 15 s.h. from list below.
<input type="checkbox"/>	GAME 290	3		<input type="checkbox"/>	_____	_____	
<input type="checkbox"/>	GAME 390	3		<input type="checkbox"/>	_____	_____	
<input type="checkbox"/>	GAME 391	3		<input type="checkbox"/>	_____	_____	
<input type="checkbox"/>	MCOM 312	3		<input type="checkbox"/>	_____	_____	

➤ **NOTE:** Concentration students are strongly encouraged to take GAME 490/491

Recommended:

GAME ART STREAM: ART 181, 182, 211, 250, 310, 361, 362, 363, 364; GAME 231, 232, 331, 332.

GAME DESIGN STREAM: GAME 140, 240, 340, 341; ENGL 207, 208.

MUSIC & SOUND DESIGN STREAM: MUSI 225, 226, 340, 341, any other music composition course; GAME 320, 321, 322, 323.

SOFTWARE DEVELOPMENT STREAM: CMPT 140, 150, 166, 231, 339, 340, 360, 370, 385; GAME 350, 351.

OTHER GAME DEVELOPMENT COURSES: GAME 160, 260, 380, 470, 471.

Optional:

GAME ART STREAM: ART 150, 230, 330, 390, 451, any ART History course.

GAME DESIGN STREAM: MCOM 252, 272, 361; BUSI 111, 121, 176, 245, 280.

MUSIC & SOUND DESIGN STREAM: MUSI 325, 326, any other music history or theory course.

SOFTWARE DEVELOPMENT STREAM: CMPT 325, 386.

➤ **NOTE:** A total of 30 s.h. of credit, including a minimum of 12 s.h. of upper-level credit is required to complete a Concentration. A total of 24 s.h. of credit, including a minimum of 12 s.h. of upper-level credit is required to complete a Minor. 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.

		YEAR 1	
✓	s.h.	Fall	
	3	GAME 110	
Semester Total: 3			

		YEAR 2	
✓	s.h.	Fall	
	3	GAME ²	
Semester Total: 0 - 3			

		YEAR 3	
✓	s.h.	Fall	
	3	GAME 390	
	3	MCOM 312	
	3	GAME ³	
Semester Total: 6 - 9			

		YEAR 4	
✓	s.h.	Fall	
	3	GAME ⁵	
Semester Total: 0 - 3			


		YEAR 1	
✓	s.h.	Spring	
	3	GAME ¹	
Semester Total: 0 - 3			

		YEAR 2	
✓	s.h.	Spring	
	3	GAME 290	
Semester Total: 3			


		YEAR 3	
✓	s.h.	Spring	
	3	GAME 391	
	3	GAME ⁴	
Semester Total: 3 - 6			


		YEAR 4	
✓	s.h.	Spring	
	3	GAME ⁶	
Semester Total: 0 - 3			


COURSE LEGEND


 Core Courses

 Major Courses

 Major + Core Courses

 Ancillary Courses

 Ancillary + Core Courses

 Electives

- A total of 9 s.h. of Developmental Skills courses are required.
Some options are below. See program checklist for full list.
1. Recommended: GAME 140, 160, CMPT 140, or ART 250.
 2. Recommended: GAME 231, 240, or MUSI 340.
 3. Recommended: GAME 260, 320, 340, 350.
 4. Recommended: GAME 331, 470.
 5. Recommended: GAME 351, 490.
 6. Recommended: GAME 471, 491.







Summer Sessions are encouraged to reduce workload and/or retake 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.

Concentration in *Game Development* 4 Year Plan

2023-2027

		YEAR 1		YEAR 2		YEAR 3		YEAR 4			
✓	s.h.	Fall		✓	s.h.	Fall		✓	s.h.	Fall	
	3	GAME 110			3	GAME ²			3	GAME ⁵	
Semester Total: 3				Semester Total: 0 - 3				Semester Total: 6			
		YEAR 1		YEAR 2		YEAR 3		YEAR 4			
✓	s.h.	Spring		✓	s.h.	Spring		✓	s.h.	Spring	
	3	GAME ¹			3	GAME 290			3	GAME ⁶	
					3	GAME ³					
Semester Total: 0 - 3				Semester Total: 3 - 6				Semester Total: 3 - 6			

COURSE LEGEND	
	Core Courses
	Major Courses
	Major + Core Courses
	Ancillary Courses
	Ancillary + Core Courses
	Electives

- A total of 15 s.h. of Developmental Skills courses are required.
Some options are below. See program checklist for full list.
1. Recommended: GAME 140, 160, CMPT 140, or ART 250.
 2. Recommended: GAME 231, 240, or MUSI 340.
 3. Recommended: GAME 260, 320, 340, 350.
 4. Recommended: GAME 331, 470.
 5. Recommended: GAME 351, 490.
 6. Recommended: GAME 471, 491.

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