Student Name: _____   ID#: _____

Advisor Name: _____   Anticipated Graduation Date: _____

GAME DEVELOPMENT MAJOR
MUSIC + SOUND 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 (43 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
FOUNDATIONAL INQUIRIES (28 sem. hrs.)				☐	Academic Writing Requirement [2]		
Academic Research & Writing				**WAYS OF KNOWING (18 sem. hrs.)**			
☐	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.*			
☐	ENGL _____	3					
Foundations				***Aesthetic & Performance Inquiry***			
☐	FNDN 101	1	Compulsory during the first semester of the first year.[1]	☐	_____	3	Choose 3 sem. hrs. from the Aesthetic & Performance Inquiry category below.
☐	FNDN 102	3	Normally taken before year 3.	***Cultural & Linguistic Inquiry***			
☐	FNDN 201	3		☐	_____	3	Choose 3 sem. hrs. from the Cultural & Linguistic Inquiry category below.
Logical & Ethical Reasoning				***Experiential & Embodied Inquiry***			
☐	PHIL _____	3	Choose one of PHIL 100, 103, 105, 106, 109, or 210.	☐	_____	3	Choose 3 sem. hrs. from the Experiential & Embodied Inquiry category below.
Religious & Spiritual Thought				***Historical & Archival Inquiry***			
☐	RELS 110	3	Compulsory during the first semester of the first year.	**	**	**	Satisfied by Program Requirements.
☐	RELS 111	3		***Quantitative & Computational Inquiry***			
☐	RELS 112	3		☐	_____	3	Choose 3 sem. hrs. from the Quantitative & Computational Inquiry category below.
Scientific Method & Lab Research				***Social & Global Inquiry***			
☐	_____	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.	☐	_____	3	Choose 3 sem. hrs. from the Social & Global Inquiry category below.

[1]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.
[2]**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).
Experiential & Embodied Inquiry
Choose 3 semester hours from: ART 305, 306, 307; BIOL 316, 318, 362, 364, 409, 410; BIOT 200, 300, 400, 409, 410; BUSI 395, 396, 49x; CHEM 409, 410; CMPT 409, 410; EDUC 302, 303, 402, 403; GENV 131, 316, 318, 372, 373, 374, 375, 409, 410; HIST 310, 315, 316; HKIN 201, 202, 216, 235, 266, 336, 355, 455, 456, 457, 458, 459, 460; LING 398, 399; MATH 409, 410; MCOM 281, 391, 392, 393; NURS 213; POLS 395, 396; PSYC 322, 497, 498; SOCI 320, 411, 420; THTR 101, 102, 151, 152, 153, 154, 175, 210, 301, 302, 351, 352, 353, 354; any 1 sem. hr. HKIN Activity course; any Travel Study.
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.
Social & Global Inquiry
Choose 3 semester hours from: ANTH 101, 302; BUSI 311; ECON 311, 354; EDUC 345, 365; ENGL 348; GENV 111, 212, 322, 354; LING 101, 210, 302; MCOM 111, 171, 251, 313, 315, 317, 372, 491; NURS 227; PHIL 208, 220, 310, 320; POLS 101, 211, 310, 312, 320, 493; PSYC 399; RELS 271, 272, 285, 381, 384, 386, 476; SOCI 101; THTR 348.

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

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
☐	GAME 110	3		☐	GAME 391	3	
☐	GAME 160	3		☐	GAME 490	3	
☐	GAME 290	3		☐	GAME 491	3	
☐	GAME 380	3		☐	MCOM 312	3	
☐	GAME 390	3					

3. Required Music + Sound Design Stream Courses (27 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
☐	MUSI 225	3		☐	GAME 321	3	
☐	MUSI 226	3		☐	GAME 322	3	
☐	MUSI 340	3		☐	GAME 471	3	
☐	MUSI 341	3		☐	_____	3	Choose from CMPT 140 or BUSI 111.
☐	GAME 320	3					

4. Stream Elective Courses (9 s.h.)

✓	COURSE	S.H.	NOTES
☐	_____	3	Stream Electives may be chosen from the following: MUSI 325, 326, GAME 260, GAME 323/MUSI 358; GAME 470, any other music composition, history, or theory course; 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).
☐	_____	3	
☐	_____	3	

5. Ancillary Requirements (3 s.h.)

✓	COURSE	S.H.	NOTES
☐	SAMC 112	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. ALTERNATIVELY, STUDENTS MAY FULFILL ELECTIVE CREDITS WITH ADDITIONAL COURSES FROM THEIR AREA OF STUDY.

✓	SUBJECT	COURSE #	S.H.	NOTES	✓	SUBJECT	COURSE #	S.H.	NOTES
☐					☐				
☐					☐				
☐					☐				
☐					☐				
☐					☐				

➢ **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).

B.A. Degree *Game Development - Music & Sound Design* 4 Year Plan — 2023-2027

YEAR 1 — Fall

✓	s.h.	Fall
	1	FNDN 101
	3	RELS 110
	3	ENGL 103
	3	PHIL 105[1]
	3	GAME 110
	3	MUSI 110[2]
Semester Total: 16		

YEAR 2 — Fall

✓	s.h.	Fall
	3	FREN 101[1]
	3	GENV 121[1]
	3	MUSI 226
	3	MUSI 340
	3	SAMC 112
Semester Total: 15		

YEAR 3 — Fall

✓	s.h.	Fall
	3	GAME 320
	3	GAME 390
	3	MCOM 312
	3	MUSI 327[4]
	3	GAME 260[4]
	1	Elective
Semester Total: 16		

YEAR 4 — Fall

✓	s.h.	Fall
	3	MCOM 281[1]
	3	GAME 321
	3	GAME 490
	3	Elective[5]
	3	Elective[5]
Semester Total: 15		

YEAR 1 — Spring

✓	s.h.	Spring
	3	RELS 111
	3	ENGL 104
	3	GAME 160
	3	MUSI 225
	3	CMPT 140 or BUSI 111[3]
Semester Total: 15		

YEAR 2 — Spring

✓	s.h.	Spring
	3	FNDN 102
	3	MCOM 111
	3	GAME 290
	3	MUSI 341
	3	GAME 140[4]
Semester Total: 15		

YEAR 3 — Spring

✓	s.h.	Spring
	3	FNDN 201
	3	RELS 112
	3	GAME 322
	3	GAME 391
	3	GAME 471
Semester Total: 15		

YEAR 4 — Spring

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

COURSE LEGEND

Core Courses

1. 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
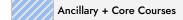   ONE Quantitative & Computational Inquiry

Major Courses

4. Suggested course. Other stream electives may be chosen from: MUSI 325, 326, GAME 260, GAME 323/MUSI 358; GAME 470, any other music composition, history, or theory course; 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

2. If you do not have sufficient background in music theory before entering TWU, you must take MUSI 110 in your first semester. If MUSI 110 is not needed, another course must be chosen to fulfill the Aesthetic & Performance Inquiry core category.

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

Ancillary Courses

Ancillary + Core Courses

Electives

5. 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.

TRINITY WESTERN UNIVERSITY