

Student Name: _____ ID # _____

Advisor Name: _____ Anticipated Graduation Date: _____

GAME DEVELOPMENT MAJOR: SOFTWARE DEVELOPMENT STREAM CHECKLIST (122 s.h.) 2024-25 Academic Calendar

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 initial transfer credit. See [Academic Calendar](#) for details.*

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
FOUNDATIONAL INQUIRIES (28 sem. hrs.)				Academic Writing Requirement ¹			
<i>Academic Research & Writing</i>				WAYS OF KNOWING (15 sem. hrs.)			
	ENGL _____	3	Choose two of ENGL 101, 102, 103, 104.	In addition to the courses on the left, students must take an additional 15 sem. hrs. from each of the following categories, <i>9 s.h. of which must be from outside of the student's major.</i>			
	ENGL _____	3					
<i>Foundations</i>				<i>Aesthetic & Performance Inquiry</i>			
	FNDN 101	1	Compulsory during the first semester of the first year for all new students unless they have a minimum 24 sem. hrs. initial transfer credit.			3	Choose 3 sem. hrs. from the Aesthetic & Performance Inquiry category on page two.
	FNDN 102	3	Normally taken before year three.	<i>Cultural & Linguistic Inquiry</i>			
	FNDN 201	3				3	Choose 3 sem. hrs. from the Cultural & Linguistic Inquiry category on page two.
<i>Logical & Ethical Reasoning</i>				<i>Experiential & Embodied Inquiry</i>			
	PHIL _____	3	Choose one of PHIL 100, 103, 105, 106, 109, or 210.			3	Choose 3 sem. hrs. from the Experiential & Embodied Inquiry category on page two.
<i>Religious & Spiritual Thought</i>				<i>Historical & Archival Inquiry</i>			
	RELS _____	3	Choose RELS 110 or 160. Recommended in 1st semester of the 1st year.			3	Choose 3 sem. hrs. from the Historical & Archival Inquiry category on page two.
	RELS 111	3		<i>Quantitative & Computational Inquiry</i>			
	RELS 112	3			**	**	Satisfied by CMPT 140.
<i>Scientific Method & Lab Research</i>				<i>Social & Global Inquiry</i>			
		3	Choose one of BIOL 103/196, 104/197, 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 on page two.
¹ 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.							

NOTES:

- 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 to complete this degree. Students must have a minimum overall (cumulative) GPA of 2.0 to graduate.
- You must complete an [Application for Graduation](#) via the Student Portal and [submit a copy of your filled in program checklist\(s\)](#) (i.e. this document) to the Office of the Registrar by April 30 of the year prior to your completion. For more information on the graduation process, please visit twu.ca/graduation.

This program is offered under the written consent of the Minister of Advanced Education 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).

THIS CHECKLIST IS INTENDED TO ASSIST STUDENTS AND ADVISORS IN ENSURING THAT ALL REQUIREMENTS ARE MET. IT IS THE RESPONSIBILITY OF THE **STUDENT** TO MEET ALL REQUIREMENTS.

April 2024

		YEAR 1	
✓	s.h.	Fall	
	1	FNDN 101	
	3	RELS 110 or 160	
	3	ENGL 103	
	3	GAME 110	
	3	CMPT 140	
	3	CMPT 150	
Semester Total: 16			

		YEAR 2	
✓	s.h.	Fall	
	3	RELS 111	
	3	FREN 101 ¹	
	3	MCOM 281 ¹	
	3	GAME 350	
	3	CMPT 231	
Semester Total: 15			

		YEAR 3	
✓	s.h.	Fall	
	3	SAMC 112 ¹	
	3	GAME 390	
	3	MCOM 312	
	3	GAME 351	
	3	GAME 260 ²	
	1	Elective	
Semester Total: 16			

		YEAR 4	
✓	s.h.	Fall	
	3	GAME 490	
	3	CMPT 339	
	3	CMPT 385	
	3	Elective ⁴	
	3	Elective ⁴	
Semester Total: 15			

		YEAR 1	
✓	s.h.	Spring	
	3	PHIL 105 ¹	
	3	ENGL 104	
	3	GAME 160	
	3	CMPT 166	
	3	GAME 140 or ART 250 ³	
Semester Total: 15			

		YEAR 2	
✓	s.h.	Spring	
	3	FNDN 102	
	3	MCOM 111 ¹	
	3	GENV 121 ¹	
	3	GAME 290	
	3	CMPT 360	
Semester Total: 15			

		YEAR 3	
✓	s.h.	Spring	
	3	FNDN 201	
	3	RELS 112	
	3	GAME 391	
	3	CMPT 340	
	3	Elective	
Semester Total: 15			

		YEAR 4	
✓	s.h.	Spring	
	3	GAME 380	
	3	GAME 491	
	3	Elective	
	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: CMPT 325, CMPT 370, CMPT 386, GAME 260, GAME 470; 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 GAME 140 is chosen here, another course is needed to fulfill the Aesthetic & Performance 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.