

SUNY Canton - Game Design and Development BS 2638 - Fall 2026

Semester:	1	16
ENGL 101	COMPOSITION & THE SPOKEN WORD	3
	GER - Mathematics and Quantitative Reasoning	3
CITA 152	COMPUTER LOGIC	3
GMMD 101	INTRODUCTION TO MEDIA STUDIES	3
GAME 110	FUNDAMENTALS OF GAME DESIGN	3
FYEP 101	FIRST YEAR EXPERIENCE	1
Semester:	2	16
ENGL 202	CREATIVE NON-FICTION	3
	Elective Mathematics -- Minimum MATH 121	3
CITA 180	INTRODUCTION TO PROGRAMMING	4
SOCI 101	INTRODUCTION TO SOCIOLOGY	3
GAME 230	3D CHARACTER MODELING	3
Semester:	3	15
ENGL 221	CREATIVE WRITING	3
GAME 130	GAME DESIGN AND PROTOTYPING	3
	GER - Natural Science and Scientific Reasoning	3
	GER Elective - Any	3
CITA 215	DATABASE APPLICATIONS AND CONCEPTS	3
Semester:	4	15
	GER Elective - Any	3
	GER - Diversity: Equity, Inclusion, and Social Justice (GER 3)	3
GAME 210	OBJECT-ORIENTED DESIGN FOR GAME DEVELOPMENT	3
	Elective Liberal Arts	3
GAME 240	3D ENVIRONMENTS FOR GAMES	3
Semester:	5	15
ENGL 301	PROFESSIONAL WRITING & COMMUNICATION	3
CITA 342	VISUAL PROGRAMMING & DEVELOPMENT TOOLS	3
	Elective Liberal Arts	3
GAME 250	GAME MECHANICS AND DYNAMICS	3
	Elective Upper Level - GAME/GMMD/TCOM	3
Semester:	6	16
ENGL 315	SHORT FICTION: THE ART OF THE TALE	3
	Elective Liberal Arts	3
CITA 204	SYSTEMS ANALYSIS & DESIGN	3
	Elective Upper Level - GAME/GMMD/TCOM	3
GMMD 432	VIRTUAL WORLDS	4

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Semester:	7	18
	Elective Upper Level Liberal Arts	3
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GMMD 330	WEB DESIGN & DEVELOPMENT	3
GAME 450	MOBILE GAME DEVELOPMENT	3
GMMD 420	ANIMATION TECHNIQUES	3
GAME 390	GAME CAPSTONE I	3
Semester:	8	15
	Elective Upper Level Liberal Arts	3
	Elective Upper Level Liberal Arts	3
GMMD 317	CULTURE AND COMMUNICATION	3
GAME 470	EMERGING GAMING APPLICATIONS	3
GAME 490	GAME CAPSTONE II	3
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