

Curriculum GAME DESIGN & DEVELOPMENT, Fall 2017		Term	Grade
1st Semester			
ENGL 101	Composition and the Spoken Word (GER 10)	3	
MATH 121	College Algebra or higher	4	
CITA 152	Computer Logic	3	
GMMD 101	Intro to Media Studies (GER 7)	3	
GAME 110	Fundamentals of Game Design	3	
FYEP 101	First Year Experience	1	
2nd Semester			
ENGL 202	Creative Non-Fiction	3	
	Math Elective (GER 1)	3	
CITA 180	Intro to Programming	4	
SOCI 101	Intro to Sociology (GER 3)	3	
GAME 130	Game Design and Prototyping	3	
3rd Semester			
ENGL 221	Creative Writing (GER 8)	3	
	GER Elective (GER 2,4,5,6,9)	3	
	GER Elective (GER 2,4,5,6,9)	3	
GAME 210	Object-Oriented Design for Game Development	3	
CITA 215	Database Apps and Concepts	3	
4th Semester			
	GER Elective (GER 2,4,5,6,7,8,9)	3	
	GER Elective (GER 2,4,5,6,7,8,9)	3	
GAME 230	3D Modeling and Texturing	3	
GAME 240	3D Graphics for Game Development	3	
GAME 250	Game Mechanics and Dynamics	3	
5th Semester			
ENGL 301	Professional Writing and Communication	3	
	Liberal Arts & Sciences Elective	3	
	Liberal Arts & Sciences Elective	3	
CITA 342	Visual Programming	3	
GAME 350	Aesthetics and Immersion	3	
6th Semester			
ENGL 315	Short Fiction: The ART OF THE TALE	3	
	Liberal Arts & Sciences Elective	3	
CITA 204	System Analysis and Design	3	
GAME 370	Digital Media and Interaction	3	
GMMD 432	Virtual Worlds	3	
7th Semester			
	UL LAS Elective	3	
	UL LAS Elective	3	
SOCI 250	Sociology to Mass Media	3	
GAME 450	Mobile Game Development	3	
GMMD 420	Animation Techniques	3	
GAME 390	GAME Capstone I	1	
8th Semester			
	UL LAS Elective	3	
	UL LAS Elective	3	
GMMD 330	Web Design and Development	3	
GAME 470	Emerging Gaming Applications	3	
GAME 490	GAME Capstone II	3	
	Total:	124	

Certified for Graduation: _____

Advisor Signature

Date

Liberal Arts Electives: Please refer to: http://www.canton.edu/provost/pdf/LA_Electives..pdf