

Curriculum GAME DESIGN & DEVELOPMENT (2638)		Fall 2021		
1 st Semester		Credits	Term	Grade
ENGL 101	Composition and the Spoken Word	3		
	MATH elective	4		
CITA 152	Computer Logic	3		
GMMD 101	Intro to Media Studies (H)	3		
GAME 110	Fundamentals of Game Design	3		
FYEP 101	First Year Experience	1		
2 nd Semester				
ENGL 202	Creative Non-Fiction	3		
Math 121	College Algebra or * Any math course that requires Math 121 or 123 as a pre-requisite	3		
CITA 180	Intro to Programming	4		
SOCI 101	Intro to Sociology (SS)	3		
GAME 130	2D Programming	3		
3 rd Semester				
ENGL 221	Creative Writing (AR)	3		
GAME 230	3D Modeling and Texturing	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		
4 th Semester				
	GER Elective (GER 2,4,5,6,7,8,9)	3		
	GER Elective (GER 2,4,5,6,7,8,9)	3		
	GER Elective (GER 2,4,5,6,9)	3		
GAME 240	3D Graphics for Game Development	3		
GAME 250	Game Mechanics and Dynamics	3		
5 th Semester				
ENGL 301	Professional Writing and Communication	3		
	Liberal Arts Elective	3		
	Liberal Arts Elective	3		
CITA 342	Visual Programming	3		
	GAME, GMMD or TCOM elective	3		
6 th Semester				
ENGL 315	Short Fiction: The ART OF THE TALE	3		
	Liberal Arts Elective	3		
CITA 204	System Analysis and Design	3		
	UL GAME, GMMD or TCOM elective	3		
GMMD 432	Virtual Worlds	3		
7 th Semester				
	Upper Level Liberal Arts Elective	3		
	Upper Level Liberal Arts Elective	3		
GMMD 330	Web Design and Development	3		
GAME 450	Mobile Game Development	3		
GMMD 420	Animation Techniques	3		
GAME 390	GAME Capstone I	1		
8 th Semester				
	Upper Level Liberal Arts Elective	3		
	Upper Level Liberal Arts Elective	3		
GMMD 317	Culture and Communication	3		
GAME 470	Emerging Gaming Applications	3		
GAME 490	GAME Capstone II	3		
	Total:	124		