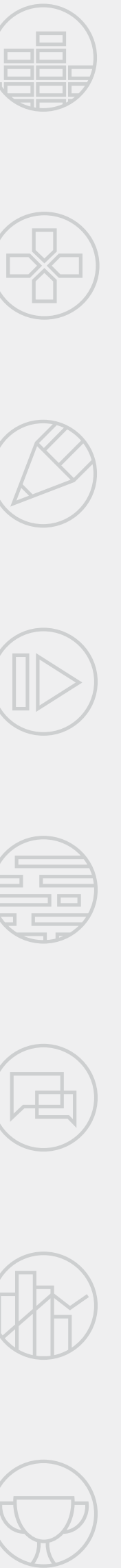# Degree
PROGRAMS

Game Design
Undergraduate Degree Program - *Campus & Online*

OVERVIEW

The Game Design curriculum is comprised of high-level game design and production courses that will take you deep into the game development pipeline. You will develop and expand your project and design skills through hands-on exercises in leadership, team management, game design, and marketing, while learning skills required to advance a career in the game production industry. In addition to strengthening these skills, the Game Design curriculum has foundational courses focusing on professional writing and mythology. This well-rounded education will help you hone leadership, design, and project-management skills in preparation for advancing through the game industry.

ASSOCIATE'S OBJECTIVE

The Game Design Associate of Science degree program will focus on the knowledge and understanding of game development necessary to be successful in qualifying for entry-level design and production positions. Completion of this degree program will greatly enhance your ability to work in the fast-paced environment of a game studio in an entry-level production role. The curriculum in this program develops your project and team-management abilities, production skills, and game design knowledge. In addition, this program will give you the mathematical foundations for successful programming and game development.

Upon completion of the Game Design Associate of Science degree program, you will be prepared to qualify for entry-level industry positions in game design, game testing, interactive design, and a variety of other fields in the game and entertainment industries.

BACHELOR'S OBJECTIVE

The Game Design Bachelor of Science degree program will focus on the knowledge and understanding of game development necessary to be successful in qualifying for entry-level design and production positions. Completion of this degree program will greatly enhance your ability to work in a production role in the fast-paced environment of a game studio. The curriculum in this program develops your executive leadership skills and project and team-management abilities, and teaches the production methodologies and creative- and analytical-thinking skills required for game design.

The Game Design Bachelor of Science degree program was designed to prepare students to qualify for entry-level industry positions in the fields of game design, quality-assurance testing, level design, game scripting, and a variety of others in the game and entertainment industries.

Campus
Chronological Course Schedule by Months

MONTH	CODE	COURSES	CREDIT HOURS
1	GEN1011	Creative Presentation	3.0
	DEP1013	Psychology of Play	3.0
2	TEM1001	Technology in the Entertainment and Media Industries	4.0
	GDN1151	Design Tools	4.0
3	MAD1100	Discrete Mathematics	4.0
4	GDN1232	Introduction to Game Design	4.0
	PHY1020	Fundamentals of Physical Science*	4.0
5	GDN1009	Introduction to Programming	3.0
6	GDN119	Project and Portfolio I: Game Design	3.0
	ENC1101	English Composition I*	4.0
7	GDN2111	Scripting for Designers I	3.0
	GDN2123	Systems Design	4.0
	GDNC111	Professional Development Seminar I: Game Design*	1.0
8	GDN2112	Scripting for Designers II	4.0
	GDN3232	Building Functional Groups	4.0
9	GDN2211	Level Design I	4.0
10	GDN228	Project and Portfolio II: Game Design	3.0
	GDNC222	Professional Development Seminar II: Game Design*	1.0
11	GDN3251	Game Mechanics I	3.0
	ENC2110	Technical Writing*	4.0
12	GDN3361	Analytics and Decision-Making	3.0
	STA3026	Statistics	4.0
13	GDN3311	Level Design II	3.0
	GDN338	Project and Portfolio III: Game Design	3.0
14	GDN3113	Scripting for Designers III	3.0
	GDN3252	Game Mechanics II	3.0
15	GDN4003	Systems Progression	3.0
	HIS3320	Historical Archetypes and Mythology	4.0
16	GDN348	Project and Portfolio IV: Game Design	3.0
	GDN4235	Production and Planning	3.0
17	GDN4542	Game Design Preproduction	4.0
18	GDN4920	Game Systems Integration	4.0
	GDN358	Project and Portfolio V: Game Design	3.0
19	GDN4318	Game Balancing	3.0
20	GDN468	Project and Portfolio VI: Game Design	3.0
	GDNC444	Career Readiness: Game Design*	4.0

Bachelor's Program / Associate's Program (left margin labels)

BACHELOR'S TOTAL CREDIT HOURS: **120**
BACHELOR'S TOTAL WEEKS: **80**
ASSOCIATE'S TOTAL CREDIT HOURS: **60**
ASSOCIATE'S TOTAL WEEKS: **40**

Online
Chronological Course Schedule by Months

MONTH	CODE	COURSES	CREDIT HOURS
1	GEN1011	Creative Presentation	3.0
2	DEP1013	Psychology of Play	3.0
3	TEM1001	Technology in the Entertainment and Media Industries	4.0
4	MAD1100	Discrete Mathematics	4.0
5	GDN1151	Design Tools	4.0
6	GDN1232	Introduction to Game Design	4.0
7	GDN1009	Introduction to Programming	3.0
8	GDN119	Project and Portfolio I: Game Design	3.0
9	PHY1020	Fundamentals of Physical Science	4.0
10	ENC1101	English Composition I	4.0
11	GDN2111	Scripting for Designers I	3.0
12	GDN2123	Systems Design	4.0
	GDN1111	Professional Development Seminar I: Game Design	1.0
13	GDN3232	Building Functional Groups	4.0
14	GDN2112	Scripting for Designers II	4.0
15	GDN2211	Level Design I	4.0
16	GDN228	Project and Portfolio II: Game Design	3.0
	GDN2222	Professional Development Seminar II: Game Design	1.0
17	GDN3251	Game Mechanics I	3.0
	ENC2110	Technical Writing	4.0
18	GDN3361	Analytics and Decision-Making	3.0
	STA3026	Statistics	4.0
19	GDN3311	Level Design II	3.0
20	GDN338	Project and Portfolio III: Game Design	3.0
21	GDN3113	Scripting for Designers III	3.0
22	GDN3252	Game Mechanics II	3.0
23	GDN4003	Systems Progression	3.0
	HIS3320	Historical Archetypes and Mythology	4.0
24	GDN348	Project and Portfolio IV: Game Design	3.0
25	GDN4235	Production and Planning	3.0
26	GDN4542	Game Design Preproduction	4.0
27	GDN4920	Game Systems Integration	4.0
	GDN358	Project and Portfolio V: Game Design	3.0
28	GDN4318	Game Balancing	3.0
29	GDN468	Project and Portfolio VI: Game Design	3.0
	GDN4444	Career Readiness: Game Design	4.0

Bachelor's Program / Associate's Program (left margin labels)

BACHELOR'S TOTAL CREDIT HOURS: **120**
BACHELOR'S TOTAL WEEKS: **116**
ASSOCIATE'S TOTAL CREDIT HOURS: **60**
ASSOCIATE'S TOTAL WEEKS: **64**

* This specific course is offered online. Please see course description for details.