



GAME DESIGN AND DEVELOPMENT SAMPLE PROGRAM (Calculus Early)

The following document is intended for student use only. It represents the suggested order and semesters in which students should take courses to graduate within 4 years. Since each student starts at a different level of mathematical ability this listing should only be considered a guide. Specific questions about the sample program should be directed to the Engineering Advisor at (719) 262-3427. *Please refer to the BI GDD Checklist for elective options and course prerequisites and corequisites.*

Courses marked with an * are often available in the summer. Courses marked with ** are ONLY offered in that semester. Please check with the Engineering Advisor if you would like to take some of these courses during the summer. Note that the default Cross Discipline Core for GDD students is the Creative Communication Core. If a GDD student wants to take the Business of Globalization cores instead, they can, but they're still required to take VA 101, VA 104, and VA 210.

FRESHMAN YEAR

<i>FALL SEMESTER</i> (16 credit hours)	<i>SPRING SEMESTER</i> (14 credit hours)
**ENTP 100 Intro. to Entrepreneurship – 3	GDD 120 Intro. Programming for Game Developers - 3
CS 110 Problem Solving Through Game Creation – 3	**INOV 101 The Innovation Process – 3
*ENGL 131 Rhetoric & Writing I – 3	PES 111 General Physics I – 4
*MATH 135 Calculus I – 4	PES 116 Advanced Physics Lab I – 1
ID101 COB/EAS Freshman Seminar (BYOB, ItechKnow, Mindsorms)- 3	VA 101 Beginning Studio 2D - 3

SOPHOMORE YEAR

<i>FALL SEMESTER</i> (16 credit hours)	<i>SPRING SEMESTER</i> (16 credit hours)
GDD 220 Data Structures for Game Developers – 3	BLAW 201 Business and Intellectual Property Law – 3
INOV 201 Innovation Team, Reporting & Analysis – 1	Comm 201 Oral Comm. In the Workplace - 3
**INOV 210 Tech. Writing, Proposals, and Presentations – 3	CS 302 Adv Object Tech Using C#.NET.C# OR
LEAD 106 Leadership Communication - 3	CS 306 Object-Oriented Programming in C++ – 3
MUS 215 The Computer in Music– 3	INOV 202 Innovation Team, Reporting & Analysis – 1
VA 104 Beginning Drawing - 3	VA 210 Digital Imaging - 3
	WMST 201 Gaming and Society: Gender and Ethnicity – 3

JUNIOR YEAR

<i>FALL SEMESTER</i> (16 credit hours)	<i>SPRING SEMESTER</i> (15 credit hours)
CS 335 Intro. to Game Design and Development – 3	CS 480 Computer Graphics – 3
INOV 301 Innovation Team, Reporting & Analysis – 1	INOV 302 Innovation Team, Design & Research – 2
*MATH 313 Intro. to Linear Algebra – 3	Cross Discipline Core Course – 3
GDD Concentration Course – 3	GDD Concentration Courses – 3
Cross Discipline Core Course – 3	Natural Science Elective – 2
Natural Science Elective – 3	*Free Elective – 2

SENIOR YEAR

<i>FALL SEMESTER</i> (14 credit hours)	<i>SPRING SEMESTER</i> (13 credit hours)
BUAD 400 Government, Law, and Society – 3	GDD 410 Advanced Game Design Concepts – 3
CS 478 Adv. 3D Games and Digital Content Creation – 3	*Free Elective – 2
INOV 401 Innovation Team, Design & Research – 2	INOV 402 Innovation Team, Design & Research – 2
GDD Concentration Course – 3	GDD Concentration Course – 3
*Free Elective – 3	GDD Concentration Course – 3