

BACHELOR OF INNOVATION in GAME DESIGN AND DEVELOPMENT SAMPLE PROGRAM

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 is different this listing should only be considered a guide. *Please refer to your Degree Audit Report for elective options.* The BI Game Design and Development program requires a minimum of 120 credit hours to complete. Students must have a minimum 2.0 GPA in all CS course work taken, and a minimum 2.0 GPA in all cumulative course work.

Courses marked with an * are often available in the summer. Courses marked with ** are ONLY offered in that semester. **Note that the default Cross Discipline Core for GDD students is the Creative Communication Core. If a GDD student wants to take the Business or Globalization cores instead, they can, but they're still required to take the VA course and the MUS course from the Creative Communication Core.**

FRESHMAN YEAR

FALL SEMESTER (16 credit hours)	SPRING SEMESTER (14 credit hours)
**GDD 1100 Introduction to Game Development – 3 ENTP 1000 Intro. to Entrepreneurship – 3 *ENGL 1310 Rhetoric & Writing I – 3 *MATH 1350 Calculus I – 4 ID 1010 BI Freshman Seminar approved by program <u>OR</u> Innovation Elective approved by faculty advisor – 3	**GDD 1200 Intro. Programming for Game Developers - 3 INOV 1010 The Innovation Process – 3 *PES 1110 General Physics I – 4 *PES 1160 Advanced Physics Lab I – 1 Cross Discipline Core Course – 3

SOPHOMORE YEAR

FALL SEMESTER (15 credit hours)	SPRING SEMESTER (15 credit hours)
**GDD 2200 Object-Oriented Analysis, Design, & Implement – 3 INOV 2010 Innovation Team: Analyze & Report – 3 **BLAW 2010 Business and Intellectual Property Law – 3 **CS 1300 Computational Linear Algebra – 3 Cross Discipline Core Course – 3	**GDD 2150 Fundamental Game Design Concepts – 3 **GDD 2250 Advanced Data Structures in C++ – 3 INOV 2100 Tech. Writing, Proposals and Present – 3 Cross Discipline Core Course – 3 *Open Elective – 3

JUNIOR YEAR

FALL SEMESTER (15 credit hours)	SPRING SEMESTER (16 credit hours)
**CS 3350 Intro. to Game Design and Development – 3 **CS 4800 Computer Graphics – 3 **GDD 2100 Game Design for Diverse Populations – 3 GDD Concentration Course – 3 INOV 3010 Innovation Team: Research & Execute – 3	**GDD 3400 Artificial Intelligence for Games – 3 GDD Concentration Course – 3 Cross Discipline Core Course – 3 Cross Discipline Core Course – 3 *Open Elective – 2 Natural Science Elective – 2

SENIOR YEAR

FALL SEMESTER (14 credit hours)	SPRING SEMESTER (15 credit hours)
GDD Concentration Course – 3 GDD Concentration Course – 3 Natural Science Elective – 3 INOV 4010 Innovation Team: Design & Lead – 3 *Open Elective – 2	**GDD 4900 Commercial Game Develop Practicum – 3 **ENTP 4500 Entrepreneurship and Strategy – 3 GDD Concentration Course – 3 *Open Elective – 3 *Open Elective – 3

CROSS DISCIPLINE CORES – CHOOSE ONE

BUSINESS

COURSE NUMBER & TITLE	HRS	PREREQUISITES/COREQUISITES
ECON 1010 Intro to Microeconomics	3	
ACCT 2010 Intro to Financial Accounting	3	Sophomore or higher standing
MGMT 3300 Introduction to Management & Organization	3	
Choose two from:	6	
OPTM 3000 Fundamentals of Operations Management		Permission number needed
MKTG 3000 Principles of Marketing		Permission number needed
FNCE 3050 Basic Finance		Permission number needed
TOTAL	15	

CREATIVE COMMUNICATION

COURSE NUMBER & TITLE	HRS	COURSE NUMBER & TITLE	HRS
COMM 3440 Leadership Communication	3		
Choose one MUS course	3		
Choose one from:	3	Choose two from:	6
VA 1010 Beginning Studio 2D		MGMT 3900 Improving Personal and Team Creativity	
VA 1020 Beginning Studio 3D		COMM 1020 Interpersonal Communication	
VA 1040 Beginning Drawing		COMM 2010 Oral Communication in the Workplace	
VA 2060 Two-Dimensional Topics		COMM 2250 Introduction to Film and Video	
VA 2070 Three-Dimensional Topics		COMM 3100 Directing for Film and Television	
VA 2100 Digital Imaging		COMM 3280 Intercultural Communication	
VA 2110 Introduction to Photography		COMM 4220 Creative Communication	
VA 2150 Digital Photography		ENGL 2050 Introduction to Creative Writing – Fiction	
Total	15		

GLOBALIZATION

COURSE NUMBER & TITLE	HRS	PREREQUISITES/COREQUISITES	HRS
Foreign Language			6
Passing 2 semesters of the same foreign language, at a level appropriate to the student, fulfills this requirement. 4 years of a foreign language in HS fulfills this requirement. Demonstrating proficiency to the advisor fulfills the req. If the requirement is fulfilled in less than 6 credit hours, the remaining credit hours must be taken from the list below.			
Choose three courses from:			9
ANTH 1040 Intro to Cultural Anthropology		INTB 4800 International Management	
ANTH 3040 Women Around the World		MKTG 4900 International Marketing	
COMM 3280 Intercultural Communication		PHIL 3090 Philosophies of Asia	
ECON 3590 Globalization		PHIL 3100 Religions Around the World	
ECON 3710 Comparative Economic Systems		PSC 1010 Introduction to Global Politics	
FNCE 4400 International Financial Management		PSC 4210 International Politics	
GES 1980 World Regional Geography		PSC 4590 Globalization	
GES 1990 Intro to Human Geography		SOC 4380 Globalization and Development	
GES 3400 Geopolitics		WEST 3040 Women Around the World	
INTB 3600 International Business		WEST 3480 Global Women's Issues	
Total			15