

BACHELOR OF DESIGN (B.Des.), GAME DESIGN - 120 CREDITS
KEY General Education courses ■
Major courses ■

YEAR 1 FALL SEMESTER			14 crs	YEAR 1 SPRING SEMESTER			16 crs
ACAD 101	Principles of the Learning Academy	1	HMXP 102	The Human Experience: Who Am I?	3		
WRIT 101	Composition: Intro to Academic Discourse	3	PESH ____	Physical Activity course: PESH 100 level or DANA	1		
VCOM 101	Visual Communications Seminar	1	ARTH 175	Introduction to Ancient and Medieval Art	3		
DESF 101	Design Process, Methods & Mindsets	3	VCOM 151	Design Fundamentals	3		
DESF 120	Design Drawing	3	DESF 154	Design and Color	3		
DESF 161	Introduction to Computer Imaging	3	VCOM 162	Game Graphics	3		

YEAR 2 FALL SEMESTER			15 crs	YEAR 2 SPRING SEMESTER			16 crs
CRTW 201	Critical Reading, Thinking & Writing	3	MCOM 311	Digital Culture and Society--cross list as VCOM	3		
ARTH 176	Intro to Art History from the Renaissance to the Present	3	VCOM 301	Visual Communications Seminar I	1		
PSYCH 101	General Psychology	3	VCOM 374	History of Graphic Design and Illustration	3		
DESF 222	Visual Thinking and Symbolic Communication	3	VCOM 322	User Experience Design	3		
VCOM 262	Introduction to Web Design	3	VCOM 362	Beginning Game Design	3		
			VCOM 363	Multimedia Design I	3		

YEAR 3 FALL SEMESTER			16 crs	YEAR 3 SPRING SEMESTER			16 crs
Natural Science	Lab Science, e.g. BIO 150 & 151 or GEOL 110 & 113	4	Quantitative Skills	Math course, e.g. MATH 111 or 112	3		
BADM 180 or FINC 211	Contemporary Business Issues or Personal Finance	3	WRIT 465	Preparation of Oral and Written Reports	3		
VCOM 355	Concepts	3	VCOM 401	Visual Communications Seminar II	1		
VCOM 462	Intermediate Game Design	3	VCOM 324 or 326	World Building or Character Design	3		
Directed Elective	From ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/ INDS/VCOM	3	VCOM 463	Multimedia Design II	3		
			Directed Elective	From ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/ INDS/VCOM	3		

YEAR 4 FALL SEMESTER			14 crs	YEAR 4 SPRING SEMESTER			13 crs
PLSC 201 or ECON 103	Constitution & Social Science, either PLSC 201 or ECON 103	3	PSYC 305	Social Psychology	3		
Science or Math	Difference Science or Math, e.g. PHYS 253 or MATH 141	3	VCOM 487	Senior Thesis II	2		
Design History Elective	Any appropriate course in Art or Design history	3	VCOM 501	Visual Communications Seminar III	1		
VCOM 486	Senior Thesis Proposal I	2	VCOM 578	Professional Portfolio and Practices	3		
VCOM 562	Advanced Game Design	3	Directed Elective	From ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/ INDS/VCOM	3		
			Directed Elective	From ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/ INDS/VCOM	1		