Game Design and Development (B.A.)

2025-2026 catalog

Student Name: _____   **ID Number:** _____

Major Requirements

Term Completed/Planned	Grade	Credit	Course #	Title
Complete the **five (5)** course new media core				
_____	_____	4	NMS220	Foundations of New Media
_____	_____	4	NMS242	Electronic Literature
_____	_____	4	COM415	Media, Meaning, and Society
_____	_____	4	NMS371/POL371: Internet Law	
_____	_____	4	NMS490	Vocation and New Media
Complete the **five (5)** course game design series. Equivalent courses through Rize are 3 credits.				
_____	_____	3-4	NMS115	Introduction to Game History and Design
_____	_____	3-4	NMS252	Content and Systems Design
_____	_____	3-4	NMS352	Unity I: Working With Unity
_____	_____	3-4	NMS452	Unity II: Advanced Unity
_____	_____	3-4	NMS475	Game Design Studio
Complete the **two (2)** course programming core				
_____	_____	4	CSC165 and 165L	Introduction to Computer Programming (Python)
_____	_____	4	CSC311	Web Applications and Databases
Complete either **both** CSC170 and CSC272 or just GDM4 through Rize exchange.				
_____	_____	4	CSC170 and 170L	Introduction to Object-Oriented Programming (Java)
_____	_____	4	CSC272	UNIX and C
Or GDM4 from Rize				
_____	_____	3	GDM4	C# Programming