WINTHROP UNIVERSITY | College of Visual & Performing Arts

Department of Design 2025 - 2026

BACHELOR OF DESIGN (B.Des.), GAME DESIGN - 120 CREDITS

KEY
- Gen Ed Courses
- Major Courses

YEAR 1	FALL SEMESTER	14 crs
ACAD 101	Principles of the Learning Academy	1
WRIT 101	Composition: Into to Academic Discourse	3
VCOM 101	Visual Communications Seminar	1
DESF 101	Design Process, Methods & Mindsets	3
DESF 120	Design Drawing	3
DESF 161	Introduction to Computer Imaging	3

YEAR 1	SPRING SEMESTER	16 crs
HMXP 102	The Human Experience: Who Am I?	3
PESH___	Physical Activity course: PESH 100 level or DANA	1
ARTH 175	Introduction to Ancient and Medieval Art	3
VCOM 151	Design Fundamentals	3
DESF 154	Design and Color	3
VCOM 162	Game Graphics	3

YEAR 2	FALL SEMESTER	15 crs
CRTW 201	Critical Reading, Thinking & Writing	3
PSYCH 101	General Psychology	3
ARTH 176	Intro to Art History from the Renaissance to the Present	3
DESF 222	Visual Thinking and Symbolic Communication	3
VCOM 262	Introduction to Web Design	3

YEAR 2	SPRING SEMESTER	16 crs
MCOM 311	Digital Culture and Society--cross list as VCOM	3
VCOM 301	Visual Communications Seminar I	1
VCOM 374	History of Graphic Design and Illustration	3
VCOM 322	User Experience Design	3
VCOM 362	Beginning Game Design	3
VCOM 363	Multimedia Design I	3

YEAR 3	FALL SEMESTER	16 crs
Natural Science	Natural Science lab, e.g. BIO 150/151 or GEOL 110/113	4
BADM 180 or FINC 211	Contemporary Business Issues or Personal Finance	3
VCOM 355	Concepts	3
VCOM 462	Intermediate Game Design	3
Directed Elective	From ARTS, DIFD/ CSCI, MUST, MUTC, THRA, DESF/ INDS/ VCOM	3

YEAR 3	SPRING SEMESTER	16 crs
Quantitative Skills	Math course, e.g. MATH 111 or 112	3
WRIT 465	Preparation of Oral and Written Reports	3
VCOM 401	Visual Communications Seminar II	1
VCOM 324 or 326	World Building or Character Design	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
PLSC 201 or ECON 103	Constitution & Social Science, either PLSC 201 or ECON 103	3
Science or Math	Difference Science or Math, e.g. PHYS 253 or MATH 141	3
Design History Elective	Any appropriate course in Art or Design History	3
VCOM 486	Senior Thesis Proposal I	2
VCOM 562	Advanced Game Design	3

YEAR 4	SPRING SEMESTER	13 crs
PSYC 305	Social Psychology	3
VCOM 487	Senior Thesis II	2
VCOM 501	Visual Communications Seminar III	1
VCOM 578	Professional Portfolio and Practices	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