

2026-2027 Bachelor of Art in Game Design Studies - 120-121 credits

Semester-by-Semester Worksheet



Student Name:

Student ID:

Y E A R 1	Fall Courses	Cr	Notes	Spring Courses	Cr	Notes
	ACAD 101: Prin of Learning Acad	1		HMPX 102: Human Experience	3	
	WRIT 101: Composition	3		ARTH 176: Renaissance to Present	3	
	VCOM 101: Visual Comm Seminar	1		VCOM 151: Design Fundamentals	3	
	DESF 120: Design Drawing	3	NOT section 1 or 2	DESF 154: Design and Color	3	
	DESF 161: Intro to Computer Image	3		VCOM 162: Game Graphics	3	
	ARTH 175: Ancient & Medieval Art	3				
	Physical Activity course	1	PESH 100 level or DANA			
	Total:	15		Total:	15	
Y E A R 2	Fall Courses	Cr	Notes	Spring Courses	Cr	Notes
	CRTW 201: Crit Read, Think & Writ	3		Natural Science Lab	4	e.g. BIO 150/151 or GEOL 110/113
	PSYC 101: General Psychology	3		Narrative/Mechanics "Selective"	3	1 of 3
	VCOM 262: Intro to Web Design	3		User Exper & Interactiv "Selective"	3	1 of 3
	Game Design "Selective"	3	1 of 3	MINOR Appropriate Course	3	
	MINOR Appropriate Course	3		Elective	3	
	Total:	15		Total:	16	
Y E A R 3	Fall Courses	Cr	Notes	Spring Courses	Cr	Notes
	Quantitative Skills	3	e.g. MATH 111 or 112	Science or Math	3	PHYS 253 or MATH 241
	Humanities & Arts	3	e.g. VPAS 115	Humanities & Arts	3	e.g. MUST 298
	Game Design "Selective"	3	2 of 3	User Exper & Interactiv "Selective"	3	2 of 3
	Narrative/Mechanics "Selective"	3	2 of 3	VCOM 362: Begin Game Design	3	
	MINOR Appropriate Course	3		MINOR Appropriate Course	3	must be upper level 299+
	Total:	15		Total:	15	
Y E A R 4	Fall Courses	Cr	Notes	Spring Courses	Cr	Notes
	Constitution & Social Science	3	PLSC 201 or ECON 103	Narrative/Mechanics "Selective"	3	3 of 3
	Intensive Writing	3		User Exper & Interactiv "Selective"	3	3 of 3
	VCOM 462: Interm Game Design	3		Elective above 299 or Minor	3	
	Game Design "Selective"	3	3 of 3	Oral Communication	3	
	MINOR Appropriate Course	3		VCOM 562: Advanced Game Design	3	
	Total:	15		Total:	15	

Selectives: Narrative & Mechanics

ARTH: 358, 382, 383X, ENGL: 307, WRIT: 307, 366, MDST: 300

PHIL: 101, 220, THRA: 120, 261, 360, THRT: 110, 115, 210, 312, 315

Selectives: Game Design

ARTS: 102, 120, 206, 281, 307, 324, MUTC: 201, 202, 301, 302

DESF: 113, 222, INDS: 213, VCOM: 220, 320, 324, 326, 424

Selectives: User Experience & Interactivity

ARTS: 281, CSCI: 151, 207, 208, 342, 346

MATH: 341, VCOM: 322, 363, 463

Additional Notes:

** Monitor the Selectives to reach 40 credits above 299

*** 22 of the 27 Selectives credit hours at 299+