

# 2026-2027 Bachelor of Design in Game Design - 120 credits

Semester-by-Semester Worksheet



Student Name:

Student ID:

| Y<br>E<br>A<br>R<br>1 | Fall Courses                       | Cr | Notes                             | Spring Courses                     | Cr | Notes                         |
|-----------------------|------------------------------------|----|-----------------------------------|------------------------------------|----|-------------------------------|
|                       | ACAD 101: Prin of Learning Acad    | 1  |                                   | HMXP 102: Human Experience         | 3  |                               |
|                       | WRIT 101: Composition              | 3  |                                   | Physical Activity course           | 1  | PESH 100 level or DANA        |
|                       | VCOM 101: Visual Comm Seminar      | 1  |                                   | ARTH 175: Ancient & Medieval Art   | 3  |                               |
|                       | DESF 101: Design Proc, Meth & Mind | 3  |                                   | 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  |                               |
|                       | Total:                             | 14 |                                   | Total:                             | 16 |                               |
| Y<br>E<br>A<br>R<br>2 | Fall Courses                       | Cr | Notes                             | Spring Courses                     | Cr | Notes                         |
|                       | CRTW 201: Crit Read, Think & Writ  | 3  |                                   | MCOM 311: Dig Culture & Society    | 3  | cross listed as VCOM          |
|                       | PSYCH 101: General Psychology      | 3  |                                   | VCOM 301: Vis Comm Seminar I       | 1  |                               |
|                       | ARTH 176: Renaissance to Present   | 3  |                                   | VCOM 374: Hist of GD & Illustratn  | 3  |                               |
|                       | DESF 222: Vis Think & Symb Comm    | 3  |                                   | VCOM 322: User Experienc Design    | 3  |                               |
|                       | VCOM 262: Intro to Web Design      | 3  |                                   | VCOM 362: Begin Game Design        | 3  |                               |
|                       |                                    |    |                                   | VCOM 363: Multimedia Design I      | 3  |                               |
|                       | Total:                             | 15 |                                   | Total:                             | 16 |                               |
| Y<br>E<br>A<br>R<br>3 | Fall Courses                       | Cr | Notes                             | Spring Courses                     | Cr | Notes                         |
|                       | Natural Science Lab                | 4  | e.g. BIO 150/151 or GEOL 110/113  | Quantitative Skills                | 3  | e.g. MATH 111 or 112          |
|                       | BADM 180 or FINC 211: Bus/ Finance | 3  |                                   | WRIT 465: Oral and Written Reports | 3  |                               |
|                       | VCOM 355: Design Concepts          | 3  |                                   | VCOM 401: Vis Comm Seminar II      | 1  |                               |
|                       | VCOM 462: Interm Game Design       | 3  |                                   | VCOM 324: World Building           | 3  | or VCOM 326: Character Design |
|                       | Directed Elective                  | 3  | ARTS, DIFD, CSCI, MUST, MUTC,     | VCOM 463: Multimedia Design II     | 3  |                               |
|                       |                                    |    | THRA, DESF, INDS, VCOM            | Directed Elective                  | 3  | ARTS, DIFD/ CSCI, MUST, MUTC  |
|                       | Total:                             | 16 |                                   | Total:                             | 16 | THRA, DESF/ INDS/ VCOM        |
| Y<br>E<br>A<br>R<br>4 | Fall Courses                       | Cr | Notes                             | Spring Courses                     | Cr | Notes                         |
|                       | Constitution & Social Science      | 3  | PLSC 201 or ECON 103              | PSYC 305: Social Psychology        | 3  |                               |
|                       | Science or Math                    | 3  | e.g. PHYS 253 or MATH 241         | VCOM 487: Senior Thesis II         | 2  |                               |
|                       | Design History Elective            | 3  | Appropriate Art or Design History | VCOM 501: Vis Comm Seminar III     | 1  |                               |
|                       | VCOM 486: Senior Thesis Proposal I | 2  |                                   | VCOM 578: Portfolio and Practices  | 3  |                               |
|                       | VCOM 562: Advanced Game Design     | 3  |                                   | Directed Elective                  | 3  | ARTS, DIFD, CSCI, MUST, MUTC, |
|                       |                                    |    |                                   | Directed Elective                  | 1  | THRA, DESF, INDS, VCOM        |
|                       | Total:                             | 14 |                                   | Total:                             | 13 |                               |

Additional Notes: