B.S. IN GAME DESIGN MAJOR: Sample 4-Year Plan (2023-2024)

FRESHMAN (30 hours)

Fall Semester (15 hours)	Spring Semester (15 hours)
☐ COR 1002 Gateway Seminar	☐ EGL 1023 English II
☐ EGL 1013 English I	☐ MTH 1123 Survey of Calculus**(or Calc I - Fall)
☐ BBL 1013 Old Testament Survey	☐ MTH 1153 Linear Algebra**
☐ ART 1123 Computer Graphics	☐ CS 2233 Object-Oriented Programming
☐ CS 1113 Introduction to Computing	☐ PSY 1013 Intro to Psychology
☐ CS 1301 Introduction to Game Design	

SOPHOMORE (30 hours)

Fall Semester (15 hours)	Spring Semester (15 hours)
☐ HST 2013 Integrated Humanities I	☐ BBL 1023 New Testament Survey
☐ Natural Science Elective I*	☐ HST 2023 Integrated Humanities II
☐ ART 2613 Digital Illustration	☐ ART 2273 3D Modeling for Des & Illustrators
☐ MTH 2213 Discrete Mathematics**	☐ EGL 2273 Creative Writing
☐ Statistics Elective*	☐ Literature Elective*

JUNIOR (30 hours)

Fall Semester (16 hours)	Spring Semester (14 hours)
☐ Intercultural Engagement Elective*	☐ BBL 2022 Christian Formation
☐ Natural Science Elective II*	☐ Whole Person Wellness Elective*
☐ Minor/Elective*	☐ CS 3333 Game Design I (Spring even year)
☐ Minor/Elective*	☐ PSY 3423 Social Psychology (Spring only)
☐ Minor/Elective*	☐ Minor/Elective*

SENIOR (30 hours)

Fall Semester (15 hours)	Spring Semester (15 hours)
☐ BBL 2013 Evangelical Theology	☐ ART 4983 Senior Film Project II
☐ ART 4973 Senior Film Project I	☐ CS 3343 Game Design II (Spring odd year)
☐ Minor/Elective*	☐ Minor/Elective*
☐ Minor/Elective*	☐ Minor/Elective*
☐ Minor/Elective*	☐ Minor/Elective*

Revised 6/23/23

*See the Academic Catalog for the list of classes that meet this criteria.
**See requisites to take this course.
(Students must complete a minor, a double major, or a dual degree plus electives as necessary to complete the minimum of 120 hours total)