

## B.S. IN GAME DESIGN MAJOR: Sample 4-Year Plan (2025-2026)

### FRESHMAN (31 hours)

Fall Semester (16 hours)	Spring Semester (15 hours)
<input type="checkbox"/> COR 1002 Gateway Seminar <input type="checkbox"/> EGL 1013 English I <input type="checkbox"/> BBL 1013 Old Testament Survey <input type="checkbox"/> MTH 1163 Calculus I <input type="checkbox"/> CS 1233 Object-Oriented Programming <input type="checkbox"/> CS 1382 Intro to CS/CYB/GD/AI	<input type="checkbox"/> EGL 1023 English II <input type="checkbox"/> BBL 1023 New Testament Survey <input type="checkbox"/> MTH 1153 Linear Algebra <input type="checkbox"/> PSY 1013 Intro to Psychology <input type="checkbox"/> ART 1123 Computer Graphics

### SOPHOMORE (30 hours)

Fall Semester (15 hours)	Spring Semester (15 hours)
<input type="checkbox"/> HST 2013 Integrated Humanities I <input type="checkbox"/> Natural Science Elective I* <input type="checkbox"/> MTH 2213 Discrete Mathematics** <input type="checkbox"/> CS 2463 Foundations of Game Design <input type="checkbox"/> CS 2823 C# dotNET	<input type="checkbox"/> HST 2023 Integrated Humanities II <input type="checkbox"/> ART 2273 3D Modeling for Des & Illustrators <input type="checkbox"/> EGL 2273 Intro to Creative Writing <input type="checkbox"/> CS 3333 Game Design I (Spring even year) <input type="checkbox"/> CS 2423 Web Applications

### JUNIOR (31 hours)

Fall Semester (15 hours)	Spring Semester (16 hours)
<input type="checkbox"/> BBL 2013 Evangelical Theology <input type="checkbox"/> Natural Science Elective II* <input type="checkbox"/> Literature Elective* <input type="checkbox"/> Physics Elective * <input type="checkbox"/> ART 2613 Digital Illustration	<input type="checkbox"/> BBL 2022 Christian Formation <input type="checkbox"/> Whole Person Wellness Elective* <input type="checkbox"/> Statistics Elective* <input type="checkbox"/> CS 3343 Game Design II (Spring odd year) <input type="checkbox"/> PSY 3423 Social Psychology (Spring only) <input type="checkbox"/> Minor/Elective*

### SENIOR (30 hours)

Fall Semester (15 hours)	Spring Semester (15 hours)
<input type="checkbox"/> CS 4513 Capstone I <input type="checkbox"/> Intercultural Engagement Elective* <input type="checkbox"/> Minor/Elective* <input type="checkbox"/> Minor/Elective* <input type="checkbox"/> Minor/Elective*	<input type="checkbox"/> CS 4523 Capstone II <input type="checkbox"/> CS 3473 Advanced Web Applications <input type="checkbox"/> Minor/Elective* <input type="checkbox"/> Minor/Elective* <input type="checkbox"/> Minor/Elective*

Revised 2/3/2025

\*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)**