

B.S. IN GAME DESIGN MAJOR: Sample 4-Year Plan (2026-2027)

FRESHMAN (31 hours)

<p>Fall Semester (16 hours)</p> <ul style="list-style-type: none"> <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 	<p>Spring Semester (15 hours)</p> <ul style="list-style-type: none"> <input type="checkbox"/> EGL 1023 English II <input type="checkbox"/> BBL 1023 New Testament Survey <input type="checkbox"/> PSY 1013 Intro to Psychology <input type="checkbox"/> ART 1123 Computer Graphics <input type="checkbox"/> ART 1243 Drawing I
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SOPHOMORE (30 hours)

<p>Fall Semester (15 hours)</p> <ul style="list-style-type: none"> <input type="checkbox"/> HST 2013 Integrated Humanities I <input type="checkbox"/> Natural Science Elective I* (3 hrs) <input type="checkbox"/> MTH 2213 Discrete Mathematics** <input type="checkbox"/> CS 2463 Foundations of Game Dev. <input type="checkbox"/> CS 2823 C# dotNET 	<p>Spring Semester (15 hours)</p> <ul style="list-style-type: none"> <input type="checkbox"/> HST 2023 Integrated Humanities II <input type="checkbox"/> ART 2273 3D Mod 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
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JUNIOR (31 hours)

<p>Fall Semester (15 hours)</p> <ul style="list-style-type: none"> <input type="checkbox"/> BBL 2013 Evangelical Theology <input type="checkbox"/> Natural Science Elective II (Physics Elective)* (3 hrs) <input type="checkbox"/> Physics Elective* (3 hrs) <input type="checkbox"/> ART 2473 Introduction to Illustration <input type="checkbox"/> Literature Elective* (3 hrs) 	<p>Spring Semester (16 hours)</p> <ul style="list-style-type: none"> <input type="checkbox"/> BBL 2022 Christian Formation <input type="checkbox"/> Whole Person Wellness Elective* (2 hrs) <input type="checkbox"/> CS 3343 Game Design II (Spring odd year) <input type="checkbox"/> PSY 3423 Social Psychology (Spring only) <input type="checkbox"/> Statistics Elective* (3 hrs) <input type="checkbox"/> Minor/Elective (3 hrs)
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SENIOR (30 hours)

<p>Fall Semester (15 hours)</p> <ul style="list-style-type: none"> <input type="checkbox"/> CS 4513 Capstone I <input type="checkbox"/> CS 3473 Advanced Web Applications <input type="checkbox"/> Intercultural Engagement Elective* (3 hrs) <input type="checkbox"/> History Elective* (3 hrs) <input type="checkbox"/> Minor/Elective* (3 hrs) 	<p>Spring Semester (15 hours)</p> <ul style="list-style-type: none"> <input type="checkbox"/> CS 4523 Capstone II <input type="checkbox"/> Minor/Elective* (3 hrs) <input type="checkbox"/> Minor/Elective* (3 hrs) <input type="checkbox"/> Minor/Elective* (3 hrs) <input type="checkbox"/> Minor/Elective* (1 hr)
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Revised 3/17/2026

*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)