

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

### FRESHMAN (28 hours)

|   |  |
|---|--|
| <p><b>Fall Semester (13 hours)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> COR 1002 Gateway Seminar</li> <li><input type="checkbox"/> EGL 1013 English I</li> <li><input type="checkbox"/> BBL 1013 Old Testament Survey</li> <li><input type="checkbox"/> CS 1233 Object-Oriented Programming</li> <li><input type="checkbox"/> CS 1382 Intro to CS/CYB/GD/AI</li> </ul> | <p><b>Spring Semester (15 hours)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> EGL 1023 English II</li> <li><input type="checkbox"/> BBL 1023 New Testament Survey</li> <li><input type="checkbox"/> PSY 1013 Intro to Psychology</li> <li><input type="checkbox"/> ART 1123 Computer Graphics</li> <li><input type="checkbox"/> ART 1243 Drawing I</li> </ul> |
|---|--|

### SOPHOMORE (30 hours)

|  |  |
|--|--|
| <p><b>Fall Semester (15 hours)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> HST 2013 Integrated Humanities I</li> <li><input type="checkbox"/> Natural Science Elective I* (3 hrs)</li> <li><input type="checkbox"/> CS 2463 Foundations of Game Dev.</li> <li><input type="checkbox"/> MTH 1163 Calculus I</li> <li><input type="checkbox"/> Literature Elective* (3 hrs)</li> </ul> | <p><b>Spring Semester (15 hours)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> HST 2023 Integrated Humanities II</li> <li><input type="checkbox"/> ART 2273 3D Modeling for Des &amp; Illus.</li> <li><input type="checkbox"/> EGL 2273 Intro to Creative Writing</li> <li><input type="checkbox"/> CS 3333 Game Design I (Spring even year)</li> <li><input type="checkbox"/> CS 2423 Web Applications</li> </ul> |
|--|--|

### JUNIOR (32 hours)

|   |  |
|---|--|
| <p><b>Fall Semester (17 hours)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> BBL 2013 Evangelical Theology</li> <li><input type="checkbox"/> Natural Science Elective II* (3 hrs)</li> <li><input type="checkbox"/> Whole Person Wellness Elective* (2 hrs)</li> <li><input type="checkbox"/> Physics Elective * (3 hrs)</li> <li><input type="checkbox"/> ART 2473 Introduction to Illustration</li> <li><input type="checkbox"/> History Elective* (3 hrs)</li> </ul> | <p><b>Spring Semester (15 hours)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> BBL 2022 Christian Formation</li> <li><input type="checkbox"/> CS 3343 Game Design II (Spring odd year)</li> <li><input type="checkbox"/> PSY 3423 Social Psychology (Spring only)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> </ul> |
|---|--|

### SENIOR (30 hours)

|  |   |
|--|---|
| <p><b>Fall Semester (15 hours)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> CS 3473 Advanced Web Applications</li> <li><input type="checkbox"/> Intercultural Engagement Elective* (3 hrs)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> </ul> | <p><b>Spring Semester (15 hours)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> <li><input type="checkbox"/> Minor/Elective* (3 hrs)</li> </ul> |
|--|---|

*Revised 3/17/2025*

\*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)***