

BACHELOR AND MASTER OF SCIENCE IN GAME DESIGN AND DEVELOPMENT (DRAFT - DO NOT USE UNTIL OFFICIAL WORKSHEET APPROVAL BY ADVISING/OPERATIONS)

**Semester 1**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-105 Game Development and Algorithmic Problem Solving I	0	4	0	6
IGME-110 Introduction to Interactive Media	3	0	0	3
First Year Seminar	0	3	0	3
First Year Writing (Intensive)	0	3	0	3
MATH-131 Discrete Mathematics	0	4	0	3
<b>Total:</b>	<b>3</b>	<b>14</b>	<b>0</b>	<b>18</b>

**Semester 3**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-202 Interactive Media Development	3	0	0	3
IGME-219 Advanced Animation and Asset Production	3	0	0	3
IGME-236 Interaction, Immersion, and the Media Interface	3	0	0	3
ARTS AND SCIENCES PERSPECTIVES 2	0	3	0	3
MATH-186 Mathematics of Graphical Simulation II	0	3	0	3
<b>Total:</b>	<b>9</b>	<b>6</b>	<b>0</b>	<b>15</b>

**Semester 5**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-320 Game Design and Development II	3	0	0	3
IGME-309 Data Structures and Algorithms for Games/Sim II	3	0	0	3
ARTS AND SCIENCES PERSPECTIVES 5	0	3	0	3
ARTS AND SCIENCES CONCENTRATION 1	0	3	0	3
UNIVERSITY ARTS AND SCIENCES ELECTIVE 1	0	3	0	3
<b>Total:</b>	<b>6</b>	<b>9</b>	<b>0</b>	<b>15</b>

**Semester 7**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-601 Game Development Processes	0	0	3	3
IGME-602 Game Design	0	0	3	3
IGME-603 Gameplay and Prototyping	0	0	3	3
IGME-695F Colloquium in GD&D	0	0	1	2
ARTS AND SCIENCES CONCENTRATION 3	0	3	0	3
UNIVERSITY ARTS AND SCIENCES ELECTIVE 2	0	3	0	3
<b>Total:</b>	<b>0</b>	<b>6</b>	<b>10</b>	<b>17</b>

**Semester 9**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-788 Capstone Design	0	0	3	3
IGME-795 Game Industry Themes and Perspectives	0	0	1	2
GRAD IGM/GDD ADVANCED ELECTIVE 3	0	0	3	3
GRAD IGM/GDD ADVANCED ELECTIVE 4	0	0	3	3
FREE ELECTIVE 4	3	0	0	3
<b>Total:</b>	<b>3</b>	<b>0</b>	<b>10</b>	<b>14</b>

**Overall Totals: 51 64 33 156**

GDD Program Undergraduate Core
GDD Program Graduate Core
IGM/GDD Undergraduate Advanced Elective
IGM/GDD Graduate Advanced Elective
Free Electives
1st Year Liberal Arts
Arts and Sciences Perspectives
Math/Science/Technology Arts and Sciences Block
Arts and Sciences Concentration
University Arts and Sciences Elective

**Semester 2**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-106 Game Development and Algorithmic Problem Solving II	0	4	0	6
IGME-119 2D & 3D Animation and Asset Production	3	0	0	3
ARTS AND SCIENCES PERSPECTIVES 1	0	3	0	3
PHYS-111 College Physics I	0	4	0	6
MATH-185 Mathematics of Graphical Simulation I	0	3	0	3
<b>Total:</b>	<b>3</b>	<b>14</b>	<b>0</b>	<b>21</b>

**Semester 4**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-220 Game Design and Development I	3	0	0	3
IGME-209 Data Structures and Algorithms for Games/Sim I	3	0	0	3
IGME-230 Website Design and Implementation	3	0	0	3
ARTS AND SCIENCES PERSPECTIVES 3	0	3	0	3
ARTS AND SCIENCES PERSPECTIVES 4	0	3	0	3
<b>Total:</b>	<b>9</b>	<b>6</b>	<b>0</b>	<b>15</b>

**Semester 6**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-330 Rich Media Web Application Development I	3	0	0	3
UGRAD IGM/GDD ADVANCED ELECTIVE 1	3	0	0	3
FREE ELECTIVE 1	3	0	0	3
FREE ELECTIVE 2	3	0	0	3
ARTS AND SCIENCES CONCENTRATION 2	0	3	0	3
<b>Total:</b>	<b>12</b>	<b>3</b>	<b>0</b>	<b>15</b>

**Semester 8**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-695S Colloquium in GD&D	0	0	1	2
GRAD IGM/GDD ADVANCED ELECTIVE 1	0	0	3	3
GRAD IGM/GDD ADVANCED ELECTIVE 2	0	0	3	3
FREE ELECTIVE 3	3	0	0	3
UNIVERSITY ARTS AND SCIENCES ELECTIVE 3	0	3	0	3
UNIVERSITY ARTS AND SCIENCES ELECTIVE 4	0	3	0	3
<b>Total:</b>	<b>3</b>	<b>6</b>	<b>7</b>	<b>17</b>

**Semester 10**

Course Name	PGM Credits	GEN ED Credits	Grad Credits	Contact
IGME-789 Capstone Development	0	0	3	3
GRAD IGM/GDD ADVANCED ELECTIVE 5	0	0	3	3
FREE ELECTIVE 5	3	0	0	3
<b>Total:</b>	<b>3</b>	<b>0</b>	<b>6</b>	<b>9</b>