

GAME DEVELOPMENT

Bachelor of Science (BS)

This is a guide based on the 2025-2026 Undergraduate Bulletin and is subject to change. The time it takes to earn a degree will vary based on several factors such as dual enrollment, remediation, and summer enrollment. Students will meet with an academic advisor each semester and use Degree Works to monitor their individual progress.

CURRICULUM CHECKLIST

78 hour major – no minor required

Required courses:

- ___ AR180 Digital Literacy for Art + Design (3)
- ___ AR423 Visual Narratives (3)
- ___ AR480 3D Production for Interactive Media (3)
- ___ CS101 Introduction to Computer Programming (3)
- ___ CS155 Computer Science I (3)
- ___ CS173 Introduction to Game Development (3)
- ___ CS207 Video Game Theory (3)
- ___ CS245 Discrete Structures I (3)
- ___ CS265 Computer Science II (3)
- ___ CS350 Analysis of Algorithms (3)
- ___ CS373 Game Programming I (3)
- ___ CS404 Mixed Reality Game Development with HCI (3)
- ___ CS405 Rapid Game Prototyping (3)
- ___ CS440 Database (3)
- ___ CS445 Software Engineering I (3)
- ___ CS453 Machine Learning (3)
- ___ CS465 Game User Research (3)
- ___ CS469 Development of Educational and Serious Games (3)
- ___ CS473 Game Programming II (3)
- ___ CS499 Capstone Experience (3)
- ___ CS505 Data Mining (3)
- ___ EN478 Advanced Creative Writing: Fiction (3)
- ___ IS360 Mobile Application Development (3)
- ___ MA117 Precalculus B (3)
- ___ MC221 Digital Media Production (3)

Choose 3 hours:

- ___ CS485 Internship in Computer Science (3)
- ___ CS483 Problems in Computer Science (3)
- ___ CS493 Independent Study (3)
- ___ CS591 Artificial Intelligence (3)

General Education Requirements – some requirements may be

fulfilled by coursework in major program

- Social and Behavioral Sciences – 6 hours
- Constitution Requirement – 3 hours
- Written Communication – 6 hours
- Oral Communication – 3 hours
- Natural Sciences – 7 hours (from two disciplines, one to include a lab)
- Mathematics – 3 hours
- Humanities & Fine Arts – 9 hours (from at least two disciplines)
- Additional requirements – 5 hours (to include UI100 for native students)
- Civics examination

SAMPLE FOUR-YEAR PLAN

	Fall Semester		Spring Semester	
	Course #	Hrs	Course #	Hrs
FIRST YEAR	UI100	1	CS155	3
	EN100	3	CS207	3
	CS101	3	MA117	3
	CS173	3	General Education	3
	General Education	3	General Education	3
	Total	13	Total	15
SECOND YEAR	CS245	3	AR180	3
	CS265	3	CS373	3
	General Education	3	MC221	3
	General Education	3	General Education	3
	General Education	4	General Education	3
	Total	16	Total	15
THIRD YEAR	CS350	3	CS404	3
	CS405	3	CS453	3
	CS465	3	CS469	3
	IS360	3	CS473	3
	General Education	3	General Education	3
	Total	15	Total	15
FOURTH YEAR	AR423	3	AR480	3
	CS440	3	CS499	3
	CS445	3	CS elective	3
	CS505	3	General Education	3
	EN478	3	General Education	3
			General Education	1
	Total	15	Total	16

A minimum 2.0 GPA in the major is required to graduate with a Bachelor of Science degree.

Degree requirements for all students: a minimum of 120 credit hours, completion of the General Education program, and completion of 39 senior division hours (300-599). Refer to the Undergraduate Bulletin or Degree Works for additional graduation requirements for your program.

Revised
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2025-2026 degree map



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