

# GAME DEVELOPMENT

## Bachelor of Science (BS)

This is a guide based on the 2026-2027 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
<b>FIRST YEAR</b>	UI100	1	CS155	3
	EN100	3	CS207	3
	CS101	3	MA117	3
	CS173	3	General Education	3
	General Education	3	General Education	3
	<b>Total</b>	<b>13</b>	<b>Total</b>	<b>15</b>
<b>SECOND YEAR</b>	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
	<b>Total</b>	<b>16</b>	<b>Total</b>	<b>15</b>
<b>THIRD YEAR</b>	CS350	3	CS404	3
	CS405	3	CS453	3
	CS465	3	CS469	3
	IS360	3	CS473	3
	General Education	3	General Education	3
	<b>Total</b>	<b>15</b>	<b>Total</b>	<b>15</b>
<b>FOURTH YEAR</b>	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
<b>Total</b>	<b>15</b>	<b>Total</b>	<b>16</b>	

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  
5/15/2026

# DEGREE MAP 2026-2027

