

2023 - 2024 Old Dominion University Catalog
 Bachelor of Science (BS) Interdisciplinary Studies with a Major in
 Game Studies and Design - Development and Criticism (BS)

FALL SEMESTER (16 credits) YEAR 1 - FRESHMAN (32 CREDITS) SPRING SEMESTER (16 credits)

Language & Culture I

Mathematical Skills (MATH 101M for design majors, MATH 102M or 103M for development majors)

FALL SEMESTER (15 credits)

MATH 163M
 Nature of Science I
 Oral Communication
 GAME 201T (Meets Impact of Technology)

FALL SEMESTER (15 credits)

Major Content Requirements:

Major course (see catalog)

YEAR 1 - FRESHMAN (32 CREDITS)

Language & Culture II

Transfer Guide

Transfer Guide

Literature
 Human Behavior

MATH 162M

VCCS Equivalency:

~~ENGL 341~~ ENGL 307, IDS 368 or 49, or IDS 49

GAME 450
 Major course (see catalog)

SPRING SEMESTER (16 credits)

Transfer Guide

Transfer Guide

SPRING SEMESTER (15 credits)

Nature of Science II
 Philosophy and Ethics (May be met by PHIL 355E)

Transfer Guide

Transfer Guide

GAME 240
 CS 150, OR 151 OR 153

CSC 201, ERG 126, ITP 132

YEAR 3 -JUNIOR (30 CREDITS)

SPRING SEMESTER (15 credits)