IDS - Game Studies and Design Major (BS) Four-Year Plan

IDS - Game Studies and Design Major - Bachelor of Science
2021-22 Four-Year Plan

Freshman

First Term	Hours	Second Term	Hours
ENGL 110C	3	Literature	3
Mathematical Skills: MATH 101M for design majors, MATH 102M or MATH 103M for development majors	3	Human Behavior	3
Human Creativity	3	Information Literacy and Research	3
Interpreting the Past	3	Philosophy and Ethics (May be met by PHIL 355E)	3
Elective or Language and Culture I (May be waived; See requirement details)	3	Elective or Language and Culture II (May be waived; See requirement details)	3
	15		**15**

Sophomore

First Term	Hours	Second Term	Hours
ENGL 211C or 221C	3	Nature of Science II	4
Nature of Science I	4	GAME 240	3
Oral Communication	3	Electives*	9
GAME 201T	3		
Elective*	3		
	16		**16**

Junior

First Term	Hours	Second Term	Hours
IDS 300W	3	ENGL 307T/ IDS 307T or IDS 368 or IDS 493	3
Focus course*	3-4	Focus course*	3
Focus course*	3	Electives*	9
Electives*	6		
	15-16		**15**

Senior

First Term	Hours	Second Term	Hours
ENGL 307T/ IDS 307T or IDS 368 or IDS 493	3	GAME 450	3
Focus course*	3	Focus course*	3-4
Focus course*	3	Electives*	7
Electives*	6		
	15		**13-14**

Total credit hours: 120-122

*The four-year plan is a suggested curriculum to complete this degree program in four years. It is just one of several plans that will work and