

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

IDS - Game Studies and Design Major - Bachelor of Science 2022-23 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 is presented only as broad guidance to students. Each student is strongly encouraged to develop a customized plan in consultation with their academic advisor. Additional information can also be found in Degree Works.