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

IDS - Game Studies and Design Major - Bachelor of Science
2019-20 Four-Year Plan

Freshman			
First Term	Hours	**Second Term**	Hours
ENGL 110C (Grade of C or better required)	3	Literature	3
Mathematical Skills: MATH 102M or MATH 103M	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 (Grade of C or better required)	3	Nature of Science II	4
Nature of Science I	4	GAME 240	3
Oral Communication	3	Electives*	9
GAME 201T (meets Impact of Technology)	3		
Elective*	3		
	16		**16**
Junior			
First Term	Hours	**Second Term**	Hours
IDS 300W (C or better required)	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

*This is a suggested curriculum plan to complete this degree program in four years. Please consult information in this Catalog, Degree Works, and your academic advisor for more specific information on course requirements for this degree.