

BACHELOR OF SCIENCE

GAME DEVELOPMENT (117)

The Bachelor of Science in Game Development is designed to provide students with the highest possible quality education in the areas of game development and general education. It will provide the student with a bachelor-level education focused on preparing the student to gain employment in the game development field or continue his/her graduate education. The Game Development degree has additional entrance requirements of a 3.0 (on a 4.0 scale) high school GPA and a composite score of 25 on the ACT.

REQUIRED HOURS 124

Communications 9

- ENGL 1113 Composition I
- ENGL 1213 Composition II
- SPCH 1113 Speech Communication

Social and Behavioral Sciences 9

History 3

Select from the following:

- HIST 2483 American History to 1877
- HIST 2493 American History since 1877

POLS 1113 American Federal Government 3

Social Science 3

Select from the following:

- ECON 2113 Principles of Macroeconomics
- ECON 2123 Principles of Microeconomics
- PSY 1113 Introduction to Psychology
- SOC 1113 Introduction to Sociology

Science and Mathematics 12

Physical Science 4

Select from the following:

- CHEM 1315 General Chemistry I
- GEOL 1014 Earth Science
- GEOL 1114 Physical Geology
- GEOL 1124 Physical Geography
- GEOL 1224 Historical Geology
- GEOL 2124 Astronomy
- PHYS 1014 General Physical Science

* **PHYS 1114 General Physics I**

Biological Science 4

Select from the following:

- BIOL 1114 General Biology
- BIOL 1134 General Environmental Biology
- BIOL 1144 General Cellular Biology

Mathematics 4

Select from the following:

- MATH 1503 Mathematics for Critical Thinking
- MATH 1513 College Algebra
- MATH 1613 Trigonometry
- MATH 1715 Pre-Calculus

* **MATH 2264 Analytical Geometry and Calculus I**

Humanities 6

Select from the following:

- ART (HUM) 1113 Art Appreciation
- COMM (HUM) 2413 Theatre Appreciation
- ENGL 2613 Introduction to Literature
- HUM 2113 Humanities I
- HUM 2223 Humanities II
- HUM 2893 Cinema
- MUSC (HUM) 2573 Music Appreciation
- PHIL 1113 Introduction to Philosophy

Global Studies 3

Select from the following:

- BIOL 3103 Plants and Civilization
- ECON 3003 International Economic Issues and Policies
- GEOG 2243 Human Geography
- HIST 2013 World Civilization I
- HIST 2023 World Civilization II
- HUM 3633 Comparative Religion
- LANG 1113 Foundations of World Languages
- NAMS 1143 Native Americans of North America
- NAMS 2503 Cherokee I
- PHIL 1313 Values and Ethics
- POLS 3053 International Relations
- SOC 3213 Minority Groups
- SPAN 1113 Beginning Spanish I

Elective 3

Select three additional hours from the courses listed above and not previously selected.

***Required**

Program Core Requirements: 70

ART	1103	Art Foundations I
ART	1213	Digital Foundations
ART	2553	Digital 3D Foundations
ART	3553	Digital 3D Studio
ART	4433	Sequential Art
CS	2223	Programming I
CS	2323	Programming II
CS	3333	Object Oriented Technology
CS	3363	Data Structures❖
CS	3413	Systems Analysis
CS	3573	Operating Systems
CS	3623	Human-Computer Interface Development
CS	3733	Computer Graphics Programming
CS	3753	Introduction to Modeling and Simulation

CS	3813	Game Programming I
CS	3823	Game Programming II
CS	4403	Game Development Seminar
CS	4504	Capstone
ENGL	3033	Creative Writing for Game Design
IT	3723	Computer Architecture
MATH (CS)	3433	Discrete Mathematics
MATH	3523	Linear Algebra
PHYS	3113	Physics for Gaming

Selected Electives 12

Total Credit Hours 124

❖ Pending approval by the Oklahoma State Regents for Higher Education.