BS Game Development Major Requirements

The Game Development major is an interdisciplinary program incorporating courses from numerous departments. This interdisciplinary program incorporates the numerous aspects of game development, including programming, design, creative writing and music, to provide students with the opportunity to pursue a variety of careers in the field. This interdisciplinary approach to Game Development distinguishes KU's Game Development major from other programs in this area of study.

Note that all students must achieve 120 undergraduate credits and a minimum 2.0 overall GPA to graduate.

Required Game Development Core Courses – 36 credits

ANIA 171 Intro to 3D Modeling and Rendering (3 credits)
ANIA 271 3D Prototyping (3 credits)
CPSC 125 Discrete Math for CS I (3 credits)
CPSC 120 Creative Graphical Programming *or* CPSC 135 Comp Sci I (3 credits)
CPSC 136 Comp Sci II *or* CPSC 220 Object-Oriented Multimedia Programming (3 credits)
CPSC 150 Ethical, Legal and Professional Impacts of the Digital Age (3 credits)
CPSC 240 Fundamentals of Game Development (3 credits)
CPSC 320 Two-Dimensional Game Development (3 credits)
CPSC 323 Three-Dimensional Game Development (3 credits)
PRWR 108 Intro to Creative Writing (3 credits)
MUSC 294 Sound Design for Visual Media (3 credits)
Capstone: CODS 335 Interdisciplinary Team Project *or* CPSC 363 Interdisciplinary Software Rapid Prototyping (3 credits) *or* CPSC 385: Computer Science Seminar

Game Development Major Electives– 24 credits

At least 24 credits (8 courses) of additional courses from the list below.
Note that FINE 015 and FINE 016 are required prerequisites for most ANIA electives. ART 031 and/or ART 032 are recommended for most ANIA electives.
ANIA 141 Intro to Visual Storytelling (3 credits)
ANIA 148 Game Design & Prototyping (3 credits)
ANIA 231 Intro to 2D Animation (3 credits)
ANIA 240 Intro to 3D Animation (3 credits)
ART 031 Two-Dimensional Design (3 credits)
ART 032 Three-Dimensional Design (3 credits)
CODS 010 Digital Foundations OR CPSC102, Computer Graphics
CODS 347 Interactive Spaces (2 credits)
CODS 348 AR/VR/Mixed Reality (2 credits)
CODS 356 Creative Coding (3 credits)

COST 243 Social Games and Communication (3 credits)
CPSC 220 Object-Oriented Multimedia Programming (3 credits)
CPSC 223 Advanced Scientific Programming (3 credits)
CPSC 225 Discrete Math for CS II (3 credits)
CPSC 237 Data Structures (3 credits)
CPSC 242 Server-Side Web Development (3 credits)
CPSC 243 Java Programming (3 credits)
CPSC 256 SQL Programming (3 credits)
CPSC 328 Network and Secure Programming (3 credits)
CPSC 330 Mobile Architecture and Development (3 credits)
CPSC 421 Web-Based Software Design & Development (3 credits)
CPSC 464 Human Computer Interaction (3 credits)
CTME 220 Media Law and Ethics (3 credits)
FINE 015 Drawing I (3 credits)
FINE 016 Drawing II (3 credits)
GEOG 025 Geofiction and Role-Playing (3 credits)
MATH 181 Calculus I (4 credits)
MATH 240 Synthetic Geometry (3 credits)
MATH 260 Linear Algebra I (3 credits)
PRWR/ENGL 223 Games and Literature (3 credits)
PRWR 311 Creative Writing Short Fiction (3 credits)
PRWR 313 Creative Writing Drama (3 credits)
Additional courses may serve as major electives upon approval of the computer science and information technology department.

Directed General Education Courses – 6-7 credits

The following courses are required to fulfill the Game Development requirements and are suggested to satisfy General Education categories C2 and D.
MATH 106 Trig *or* MATH 115 Pre-Calculus *or* MATH 181 Calculus I – Category C2 (3 or 4)
ARTH 027 History of Animation, Game Art & Inter Media – Category D (3)

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BS Game Development Major Check Sheet

Student Name: Student ID Number:

This check sheet provides a mechanism for students and advisors to keep track of a student's progress in the program. Please refer to the program requirements for more details regarding options.

Note that all students must achieve 120 undergraduate credits and a minimum 2.0 overall GPA to graduate.

Required Game Development Core Courses - 36 credits

ANIA 171: Intro to 3D Modeling and Rendering	3 credits	Grade:
ANIA 271: 3D Prototyping	3 credits	Grade:
CPSC 125: Discrete Math for CS I	3 credits	Grade:
CPSC 120: Creative Graphical Programming *or* CPSC 135: Comp Sci I	3 credits	Grade:
CPSC 136: Comp Sci II *or* CPSC 220: Obj-Oriented Multimedia Prog	3 credits	Grade:
CPSC 150: Ethical, Legal and Professional Impact of the Digital Age	3 credits	Grade:
CPSC 240: Fundamentals of Game Development	3 credits	Grade:
CPSC 320: Two-Dimensional Game Development	3 credits	Grade:
CPSC 323: Three-Dimensional Game Development	3 credits	Grade:
PRWR 108: Intro to Creative Writing	3 credits	Grade:
MUSC 294: Sound Design for Visual Media	3 credits	Grade:
Capstone: CODS 335: Interdisciplinary Team Project *or* CPSC 363: Interdisciplinary Software Rapid Prototyping *or* CPSC 385: Computer Science Seminar	3 credits	Grade:
Total Credits	**36 total credits**	

Game Development Major Electives – 24 credits

See list of elective courses below.

Course 1:	credits	Grade:
Course 2:	credits	Grade:
Course 3:	credits	Grade:
Course 4:	credits	Grade:
Course 5:	credits	Grade:
Course 6:	credits	Grade:
Course 7:	credits	Grade:
Course 8:	credits	Grade:
Total Credits	**24 total credits**	

Directed General Education Courses – 6-7 credits

MATH 106: Trig *or* MATH 115: Pre-Calculus *or* MATH 181: Calculus I (Category C2)	3 or 4 credits	Grade:
ARTH 27: History of Animation, Game Art & Inter Media (Category D)	3 credits	Grade:
Total Credits	**6-7 total credits**	

University Elective Courses – 15-18 credits

Course 1:	credits	Grade:
Course 2:	credits	Grade:
Course 3:	credits	Grade:

Course 4:	credits	Grade:
Course 5:	credits	Grade:
Course 6:	credits	Grade:
Total Credits	**15-18 total credits**	

Summary of Graduation Requirements

Total Program Credits (Minimum)	**60**
Total General Education Credits	**42-45**
Total University Elective Credits	**15-18**
Minimum total credits to graduate	**120**
Minimum overall GPA	**2.0**
Comprehensive Exam	**PASS**

List of Elective Courses

At least 24 credits (8 courses) of additional courses from the list below.

ANIA 141: Intro to Visual Storytelling (3 credits)
ANIA 148: Game Design & Prototyping (3 credits)
ANIA 231: Intro to 2D Animation (3 credits)
ANIA 240: Intro to 3D Animation (3 credits)
ART 031: Two-Dimensional Design (3 credits)
ART 032: Three-Dimensional Design (3 credits)
CODS 010, Digital Foundations OR CPSC102, Computer Graphics
CODS 347: Interactive Spaces (2 credits)
CODS 348: AR/VR/Mixed Reality (2 credits)
CODS 356: Creative Coding (3 credits)
COST 243: Social Games and Communication (3 credits)
CPSC 220: Object-Oriented Multimedia Programming (3 credits)
CPSC 223: Advanced Scientific Programming (3 credits)
CPSC 225: Discrete Math for CS II (3 credits)
CPSC 237: Data Structures (3 credits)
CPSC 242: Server-Side Web Development (3 credits)
CPSC 243: Java Programming (3 credits)
CPSC 256: SQL Programming (3 credits)
CPSC 328: Network and Secure Programming (3 credits)
CPSC 330: Mobile Architecture and Development (3 credits)
CPSC 421: Web-Based Software Design & Development (3 credits)
CPSC 464: Human Computer Interaction (3 credits)
CTME 220: Media Law and Ethics (3 credits)
FINE 015: Drawing I (3 credits)
FINE 016: Drawing II (3 credits)
GEOG 25: Geofiction and Role-Playing (3 credits)
MATH 181: Calculus I (4 credits)
MATH 240: Synthetic Geometry (3 credits)
MATH 260: Linear Algebra I (3 credits)
PRWR/ENGL 223: Games and Literature (3 credits)
PRWR 311: Creative Writing: Short Fiction (3 credits)
PRWR 313: Creative Writing: Drama (3 credits)

OTHER ELECTIVE COURSE UPON APPROVAL OF THE CS&IT DEPARTMENT CHAIR

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BS Game Development 8-Semester Planner

Student Name: Student ID Number:

Notes: Each semester listed below provides information including course categories, typical credit hours (CH.), and space to add specific course selections. This planner is only a suggested path. Consult with your program advisor regarding your unique plans and interests as you make choices about your schedule.

First Semester Plan

Major	CPSC 120 *or* CPSC 135 (CPSC 120 Recommended)	3 CH.	Selection:
Major	ARTH 027 (D) *or* CPSC 150	3 CH.	Selection:
Gen Ed	COMP 100 (A1)	3 CH.	
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Gen Ed	FYSM 100	3 CH.	
Total		**15 CH.**	

Second Semester Plan

Major	CPSC 136 *or* CPSC 220 (CPSC 220 Recommended)	3 CH.	Selection:
Gen Ed	MATH 106 *or* MATH 115 *or* MATH 181 (C2)	3 or 4 CH.	Selection:
Major	Game Dev. Elective (consider CPSC 102, CODS 010, ART 031, ART 032, FINE 015, FINE 016)	3 CH.	Selection:
Gen Ed	COMP 200-level (A2)	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Total		**15-16 CH.**	

Third Semester Plan

Major	CPSC 240	3 CH.	
Major	CPSC 125	3 CH.	
Major	ANIA 171	3 CH.	
Major	ARTH 027 (D) *or* CPSC 150	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Total		**15 CH.**	

Fourth Semester Plan

Major	PRWR 108	3 CH.	
Major	Game Development Elective	3 CH.	Selection:
Major	Game Development Elective	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:

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Total		**15 CH.**	

Fifth Semester Plan

Major	CPSC 320 *or* CPSC 323	3 CH.	Selection:
Major	MUSC 294	3 CH.	
Major	Game Development Elective	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Elective	University Elective	3 CH.	Selection:
Total		**15 CH.**	

Sixth Semester Plan

Major	CPSC 323 *or* CPSC 320	3 CH.	Selection:
Major	ANIA 271	3 CH.	
Major	Game Development Elective	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Elective	University Elective	3 CH.	Selection:
Total		**15 CH.**	

Seventh Semester Plan

Major	Game Development Elective	3 CH.	Selection:
Major	Game Development Elective	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Elective	University Elective	3 CH.	Selection:
Total		**15 CH.**	

Eighth Semester Plan

Major	Capstone (CPSC 363 *or* CODS 335 *or* CPSC 355)	3 CH.	Selection:
Major	Game Development Elective	3 CH.	Selection:
Gen Ed	Gen Ed Elective	3 CH.	Selection:
Elective	University Elective	3 CH.	Selection:
Elective	University Elective	3 CH.	Selection:
Total		**15 CH.**	

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