PROGRAM CODE
ULASCSCGD
EFFECTIVE DATE
FALL 2022
VERSION NUMBER
2228

COLLEGE OF LIBERAL ARTS AND SCIENCES

GAME DEVELOPMENT

BACHELOR OF SCIENCES

STUDENT:	STUDENT ID NUMBER:

MAJOR PROGRAM

Required Courses

COURSE	CR	GRADE
APD 148: GAME DESIGN AND PROTOTYPING	3	
APD 171: INTRO TO 3D MODELING AND RENDERING	3	
CSC 125: DISCRETE MATH FOR CS I	3	
CSC 135: COMP SCI I **OR** CSC 120: CREATIVE GRAPHICAL PROG	3	
CSC 136: COMP SCI II **OR** CSC 220 OO MULTIMEDIA PROG	3	
CSC 240: FUNDEMENTALS OF GAME DEVELOPMENT	3	
CSC 320: TWO-DIMENSIONAL GAME DEVELOPMENT	3	
CSC 323: THREE-DIMENSIONAL GAME DEVELOPMENT	3	
WRI 108: INTRO TO CREATIVE WRITING	3	
MUS 294: SOUND DESIGN FOR VISUAL MEDIA	3	
CAPSTONE (CDE 335 **OR** CSC 363)	3	
TOTAL CREDITS	**33**	

Elective Courses *At least 27 credits of additional course from the list below.*

COURSE	CR	GRADE
APD 141: INTRO TO VISUAL STORYTELLING	3	
APD 231: INTRO TO 2D ANIMATION	3	
APD 240: INTRO TO 3D ANIMATION	3	
ART 31: 2D DESIGN	3	
ART 32: 3D DESIGN	3	
CDE 347: INTERACTIVE SPACES	2	
CDE 348: AR/VR/MIXED REALITY	2	
CDE 356: CREATIVE CODING	3	
COM 243: SOCIAL GAMES AND COMMUNICATION	3	
CSC 225: DISCRETE MATH FOR CS II	3	
CSC 237: DATA STRUCTURES	3	
CSC 243: JAVA PROGRAMMING	3	
CSC 330: MOBILE ARCHITECTURE AND DEVELOPMENT	3	
CTM 220: MEDIA LAW AND ETHICS	3	
FAR 15: DRAWING I	3	
FAR 16: DRAWING II	3	
MAT 181: CALCULUS I	3	
MAT 240: SYNTHETIC GEOMETRY	3	
MAT 260: LINEAR ALGEBRA I	3	
WRI 311: CREATIVE WRITING: SHORT FICTION	3	
WRI 313: CREATIVE WRITING: DRAMA	3	
TOTAL CREDITS	**27-28**	

Directed General Education *The following courses are required to fulfil the Information Technology requirements and suggested to satisfy General Education.*

COURSE	G.E.	GRADE
MAT 106: TRIG **OR** MAT 115: PRE-CALCULUS **OR** MAT 181: CALCULUS 1	C. 2	
ARH 27: HISTORY OF ANIMATION, GAME ART & INTER MEDIA	D	
TOTAL CREDITS 6-7		

Free Elective *Any course carrying university credit*

COURSE	CR	GRADE
TOTAL CREDITS 15-18		

KUTZTOWN UNIVERSITY

GRADUATION REQUIREMENTS

	REQUIRED	✓		REQUIRED	✓
GENERAL EDUCATION CREDITS	42-45		COMPREHENSIVE EXAM	PASS	
PROGRAM CREDITS (MINIMUM)	60-61		MINIMUM QPA OVERALL	2.0	
ELECTIVES	15-18		MINIMUM QPA IN MAJOR	2.0	
TOTAL CREDITS	120				

NAME

ID NUMBER

EFFECTIVE DATE
AUGUST 27, 2018

**VERSION
2188**

KUTZTOWN
UNIVERSITY

DEGREE REQUIREMENTS

GENERAL EDUCATION

Student Learning Outcomes *(SLO)*

Upon completion of the requirements for the General Education Program, students will be able to:

❶ communicate clearly and effectively orally and in writing.

❷ apply scientific and quantitative reasoning to solve problems and increase knowledge.

❸ apply skills in critical analysis and reasoning for the interpretation of data.

❹ engage critically with creative or artistic works.

❺ demonstrate the ability to retrieve, interpret, evaluate, and use information.

❻ analyze the role of values, ethics, diversity, and multiple perspectives in local and global society.

❼ demonstrate an understanding of various models for the development of the whole person.

Completion of the KU General Education program will give students opportunities to:

❽ explore concepts, ideas, and methods from a variety of disciplines.

Use this checksheet to plan your degree program. Meet every semester with your academic advisor to be sure that you are taking courses that are required to obtain the degree you are seeking. Discuss your goals and choose courses that will help you to attain them. Get the most out of your education by taking advantage of everything that Kutztown University has to offer.

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TOTAL GENERAL EDUCATION CREDITS 42-45

FIND A FULL EXPLANATION OF THE GENERAL EDUCATION PROGRAM AT WWW.KUTZTOWN.EDU

First Year Seminar: Discovering College

CREDITS REQUIRED 3

CREDITS EARNED:

THIS COURSE MEETS SLO **❺** & **❼**

COURSE NUMBER	COURSE NAME	CR	GR
FYS 100	First Year Seminar		

TRANSFER STUDENTS TRANSFERRING 15 CREDITS OR MORE AND NOT TRANSFERRING AN FYS OR FYE COURSE MAY SELECT ANY ADDITIONAL COURSE FROM SECTIONS A, B, C, OR D TO MEET THEIR FYS REQUIREMENT

TRANSFER ELECTIVE:

A — Communicating With And About the World

CREDITS REQUIRED 12

CREDITS EARNED:

THESE COURSES MEET SLO **❶** & **❺**

	COURSE NUMBER	COURSE NAME	CR	GR
1	COMPOSITION 100 LEVEL CMP 1__			
2	COMPOSITION 200 LEVEL CMP 2__			
3	SPEAKING			
4	ANY WRITING (A2) OR SPEAKING COURSE (A3) OR FROM THE APPROVED LIST			

COURSES IN CATEGORIES B, C & D MUST BE TAKEN OUTSIDE THE STUDENT'S MAJOR.

THE MAJOR IS DEFINED AS THE PREFIX THAT IDENTIFIES THE MAJOR.

CONCOMITANT REQUIREMENTS MAY BE TAKEN TO MEET GENERAL EDUCATION REQUIREMENTS.

B — Understanding Self & Others

CREDITS REQUIRED 9

CREDITS EARNED:

THESE COURSES MEET SLO **❸** & **❻**

	COURSE NUMBER	COURSE NAME	CR	GR
1				
2				
3				

C — Understanding Science & Technology

CREDITS REQUIRED 9-12

CREDITS EARNED:

THESE COURSES MEET SLO **❷** & **❸**

	COURSE NUMBER	COURSE NAME	CR	GR
1	SCIENTIFIC INQUIRY			
2	QUANTITATIVE REASONING			
3	ANY COURSE APPROVED FOR C1 OR C2			

D — Understanding & Creating Ideas

CREDITS REQUIRED 9

CREDITS EARNED:

THESE COURSES MEET SLO **❹** & **❻**

	COURSE NUMBER	COURSE NAME	CR	GR
1				
2				
3				

Eight-Semester Planner
BS Game Development
Version: 2228

Semester I	Semester II
FYS CMP 100 ARH 027 CSC120 OR CSC135 General Education elective	CMP 200 MAT106 OR MAT115 OR MAT181 CSC 136 or CSC 220 General Education or free elective (consider CDE10, ART31, ART32, FAR15, FAR16) General Education elective
Semester III	**Semester IV**
CSC 125 APD171 Game Development Elective General Education elective General Education elective	CSC 240 WRI 108 APD148 Game Development Elective General Education elective
Semester V	**Semester VI**
CSC 320 MUS 294 Game Development Elective General Education elective or Free Elective Free elective	CSC 323 Game Development Elective Game Development Elective General Education elective Free elective
Semester VII	**Semester VIII**
Game Development Elective Game Development Elective Game Development Elective General Education elective Free elective	Capstone (CSC 363 OR CDE 335) Game Development Elective General Education elective Free elective Free elective