

PROGRAM CODE ULASCSCGD	COLLEGE OF LIBERAL ARTS AND SCIENCES		
EFFECTIVE DATE FALL 2024	<h1 style="margin: 0;">GAME DEVELOPMENT</h1>		
VERSION NUMBER 2248	<i>BACHELOR OF SCIENCES</i>		
STUDENT:		STUDENT ID NUMBER:	

MAJOR PROGRAM

Required Courses		
COURSE	CR	GRADE
ANI 171: INTRO TO 3D MODELING AND RENDERING	3	
ANI 271: 3D PROTOTYPING	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 OR CSC 385)	3	
TOTAL CREDITS	33	

Major Electives <small>Select 27 credits of additional course from the list below.</small>		
COURSE	CR	GRADE
CDE 10: DIGITAL FOUNDATIONS OR CSC 102: COMPUTER GRAPHICS	3	
ART 31: 2D DESIGN	3	
ART 32: 3D DESIGN	3	
FAR 15: DRAWING I	3	
FAR 16: DRAWING II	3	
ANI 141: INTRO TO VISUAL STORYTELLING **	3	
ANI 148: GAME DESIGN & PROTOTYPING **	3	
ANI 231: INTRO TO 2D ANIMATION **	3	
ANI 240: INTRO TO 3D ANIMATION **	3	
CDE 347: INTERACTIVE SPACES	2	
CDE 348: AR/VR/MIXED REALITY	2	
CDE 356: CREATIVE CODING	2	
COM 243: SOCIAL GAMES AND COMMUNICATION	3	
CSC 220: OBJECT-ORIENTED MULTIMEDIA PROGRAMMING	3	
CSC 223: ADVANCED SCIENTIFIC PROGRAMMING	3	
CSC 225: DISCRETE MATH FOR CS II	3	
CSC 237: DATA STRUCTURES	3	
CSC 242: SERVER-SIDE WEB DEVELOPMENT	3	
CSC 243: JAVA PROGRAMMING	3	
CSC 256: SQL PROGRAMMING	3	
CSC 328 NETWORK PROGRAMMING	3	
CSC 330: MOBILE ARCHITECTURE AND DEVELOPMENT	3	
CSC 421: WEB-BASED SOFTWARE DESIGN & DEVELOPMENT	3	
CSC 464: HUMAN COMPUTER INTERACTION	3	
CTM 220: MEDIA LAW AND ETHICS	3	
GEG 25: GEOFICTION AND ROLE-PLAYING	3	
MAT 240: SYNTHETIC GEOMETRY	3	
MAT 181: CALCULUS I	4	
MAT 260: LINEAR ALGEBRA I	3	
WRI/ENG 223: GAMES AND LITERATURE	3	
WRI 311: CREATIVE WRITING: SHORT FICTION	3	
WRI 313: CREATIVE WRITING: DRAMA	3	
TOTAL CREDITS	27	

Directed General Education <small>The following courses are required to fulfil the Information Technology requirements and suggested to satisfy General Education.</small>		
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 <small>Any course carrying university credit</small>		
COURSE	CR	GRADE
TOTAL CREDITS	15-18	

NOTE:

** FAR 15 & FAR 16 ARE REQUIRED FOR MOST ANI ELECTIVES.

ART 31 AND/OR 32 ARE RECOMMENDED FOR MOST ANI ELECTIVES.

(Be sure to confirm prerequisites for ALL courses you plan to take!)

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

GRADUATION REQUIREMENTS					
	REQUIRED	✓		REQUIRED	✓
	42-45	<input checked="" type="checkbox"/>	COMPREHENSIVE EXAM	PASS	<input checked="" type="checkbox"/>
GENERAL EDUCATION CREDITS					
PROGRAM CREDITS (MINIMUM)	60		MINIMUM QPA OVERALL	2.0	
ELECTIVES	15-18		MINIMUM QPA IN MAJOR	2.0	
TOTAL CREDITS	120				

NAME	
EFFECTIVE DATE FALL 2018 GENERAL EDUCATION 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:

- 1 communicate clearly and effectively orally and in writing.
- 2 apply scientific and quantitative reasoning to solve problems and increase knowledge.
- 3 apply skills in critical analysis and reasoning for the interpretation of data.
- 4 engage critically with creative or artistic works.
- 5 demonstrate the ability to retrieve, interpret, evaluate, and use information.
- 6 analyze the role of values, ethics, diversity, and multiple perspectives in local and global society.
- 7 demonstrate an understanding of various models for the development of the whole person.
- 8 explore concepts, ideas, and methods from a variety of disciplines.

Use this checklist to plan your degree program. Meet every semester with your academic advisor to be sure that you are taking courses that are required to attain 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.

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
THESE COURSES MEET SLO 5 & 7	CREDITS EARNED:	

COURSE NUMBER	COURSE NAME	GR	CR
FYS 100	First Year Seminar		

TRANSFER STUDENTS TRANSFERRING 15 CREDITS OR MORE AND NOT TRANSFERRING AN FYS OR FYE COURSE MAY SELECT ANY APPROVED GENERAL EDUCATION COURSE TO MEET THEIR FYS REQUIREMENT.

TRANSFER ELECTIVE:

A Communicating With And About the World	CREDITS REQUIRED	12
THESE COURSES MEET SLO 1 & 5	CREDITS EARNED:	

COURSE NUMBER	COURSE NAME	GR	CR
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
THESE COURSES MEET SLO 3 & 6	CREDITS EARNED:	

COURSE NUMBER	COURSE NAME	GR	CR
1			
2			
3			

C Understanding Science & Technology	CREDITS REQUIRED	9-12
THESE COURSES MEET SLO 2 & 3	CREDITS EARNED:	

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

D Understanding & Creating Ideas	CREDITS REQUIRED	9
THESE COURSES MEET SLO 4 & 6	CREDITS EARNED:	

COURSE NUMBER	COURSE NAME	GR	CR
1			
2			
3			

Eight-Semester Planner

BS Game Development

Version: 2248

<p>Semester I</p> <p>FYS CMP 100 CSC120 OR CSC135 ARH 027 General Education elective</p>	<p>Semester II</p> <p>CMP 200 MAT106 OR MAT115 OR MAT181 CSC 136 or CSC 220 General Education OR Game Development Elective General Education elective</p>
<p>Semester III</p> <p>CSC 125 ANI 171 Game Development Elective or CSC240 General Education elective General Education elective</p>	<p>Semester IV</p> <p>CSC 240 or Game Development Elective WRI 108 ANI271 Game Development Elective General Education elective</p>
<p>Semester V</p> <p>CSC 320 MUS 294 Game Development Elective General Education elective Free elective</p>	<p>Semester VI</p> <p>CSC 323 Game Development Elective Game Development Elective General Education elective Free elective</p>
<p>Semester VII</p> <p>Game Development Elective Game Development Elective General Education elective General Education or Game Dev elective Free elective</p>	<p>Semester VIII</p> <p>Capstone (CSC 363 OR CSC 385 OR CDE 335) Game Development Elective General Education elective Free elective Free elective</p>