The Bachelor of Arts in Game Design and Development is a pre-professional program that prepares students for a variety of career options including many types of interactive media, the highly competitive game design industry, or the pursuit of additional study at the graduate level. This is an applied, interdisciplinary major that focuses on the meaningful application of game technologies in the commercial entertainment industry and the application of those skills to serious topics regarding the environment, healthcare and education including STEM and STEAM (science, technology, engineering, arts and math) initiatives. Students acquire a solid foundation in critical thinking and writing, foundations of design, user behavior and systems thinking, as well as an understanding of the cultural impacts of games. They develop specialized technical skills and competence in game design including coding, content development, outcomes assessment and quality assurance. The major provides students with skills that are readily applied to the real world and the curriculum supports and enables experiential learning opportunities such as internships, study abroad and collaborations with external partners.

There are a total of 42 credits in the major. The major has 11 required courses. Students build a core skillset and learn to collaborate with others in Game Labs where cross-disciplinary teams build complete polished games. Students choose which areas they wish to specialize in by taking two classes from any one of the concentrations and one elective from any other concentration. Concentrations include: Programming, Technology, Design Process, Art, Game Studies, Business, Writing and Audio. In the senior year, the program culminates in a capstone experience when students take the Senior Project and Seminar.

A grade of C- or better is required in all game design and development courses and prerequisites. Students with a GPA of less than 2.00 will be put on probation. After two semesters on probation, students will be advised to change majors.

It is recommended that students majoring in Game Design and Development pursue a minor, or double major, or take courses in a complementary discipline such as graphic interactive design or computer science.

All majors are required to participate in some form of experiential learning: study abroad, internship or academic/professional product collaboration.

Students majoring in Game Design and Development must meet the following requirements for graduation:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>University Curriculum</td>
<td>46</td>
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</tr>
<tr>
<td>Modern Language Requirement</td>
<td>3-6</td>
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<tr>
<td>Game Design &amp; Development Core Requirements</td>
<td>33</td>
<td></td>
</tr>
<tr>
<td>GDD 101</td>
<td>Introduction to Game Design</td>
<td></td>
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<tr>
<td>GDD 110</td>
<td>Introduction to Visual Design for Games</td>
<td></td>
</tr>
<tr>
<td>GDD 140</td>
<td>Creativity and Computation</td>
<td></td>
</tr>
<tr>
<td>GDD 200</td>
<td>Introduction to Game Development</td>
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</tbody>
</table>

Concentrations 3

With the recommendation of the student's adviser and/or the program director, students select two courses from their primary concentration and one elective from any other concentration.

**Technology**

- GDD 301 Game Design Tools and Processes
- GDD 310 Game Lab III: Team
- GDD 314 VR/AR Development for Games
- GDD 316 Advanced Topics in Game Development

**Art**

- GDD 102 Drawing for Games and Animation
- GDD 202 Game Art I: Introduction to 3D Modeling
- GDD 302 Game Art II
- GDD 402 Game Art III

**Game Studies**

- GDD 394 History of Video Games
- GDD 395 Critical Game Studies Seminar
- GDD 396 Games, Learning & Society
- MSS 345 Media Users and Audiences (WGS 345)

**Business**

- GDD 215 eSports Management
- GDD 380 The Business of Games
- ENT 290 Creating Digital Businesses
- ENT 310 Creativity and Innovation Management

**Writing**

- DR 350 Playwriting: The Ten-Minute Play
- EN 201 Creative Writing
- EN 202 Introduction to Creative Nonfiction
- EN 205 Introduction to Fiction Writing
- EN 301 Advanced Fiction-Writing Workshop
- EN 302 Advanced Creative Nonfiction
- EN 303 The Art of Audio Narrative
- FTM 372 Screenwriting
- GDD 250 Interactive Storytelling and Narrative

**Audio**

- GDD 405 Game Audio Design
- GDD 207 Digital Music Composition for Games
The Bachelor of Arts in Game Design and Development offers a comprehensive curriculum designed to prepare students for careers in the rapidly growing and continually evolving field of game design and development. Students will learn the foundational skills necessary for game design, including programming, design, and research, while also being able to choose from a variety of electives to tailor their education to their interests.

### Design Process
- **GID 110** Design Research and Methods
- **GDD 175** Special Topics in Game Design
- **GDD 301** Game Design Tools and Processes
- **GDD 350** Board Game Design
- **GDD 370** Acting and Directing for Game Design

### Programming
- **CSC 111** Data Structures and Abstraction
- **GDD 316** Advanced Topics in Game Development
- **SER 120** Object-Oriented Design and Programming
- **SER 225** Introduction to Software Development

### Electives
- **Free Electives** 23-26

### Total Credits
114-120

### Admission Requirements: College of Arts and Sciences
The requirements for admission into the undergraduate College of Arts and Sciences programs are the same as those for admission to Quinnipiac University.

Admission to the university is competitive, and applicants are expected to present a strong college prep program in high school. Prospective first-year students are strongly encouraged to file an application as early in the senior year as possible, and arrange to have first quarter grades sent from their high school counselor as soon as they are available.

For detailed admission requirements, including required documents, please visit the Admissions (http://catalog.qu.edu/general-information/admissions/) page of this catalog.

Shown below is one of many possible paths through the curriculum. Each student's individual academic plan is crafted in consultation with their academic adviser.

### Code     Title                                      Credits
First Year
Fall Semester
GDD 101  Introduction to Game Design                  3
GDD 110  Introduction to Visual Design for Games      3
GDD 140  Creativity and Computation                    3
EN 101   Introduction to Academic Reading and Writing  3
FYS 101  First-Year Seminar                            3
Spring Semester
GDD 200  Introduction to Game Development             3
EN 102   Academic Writing and Research                3
MA course - satisfies UC Foundation Inquiry           3
University Curriculum course                         3
University Curriculum course                         3
Second Year
Fall Semester
GDD 201  Professionalism Practice for Game Design     3
GDD 210  Game Lab I: Team Projects                    3
Language at the 101 level                             3
University Curriculum course                         3
University Curriculum course                         3
Spring Semester
GDD 211  Game Lab II: Team Projects                   3
GDD Concentration                                    3
Language at the 102 level (Satisfies CAS Language Requirement)  3

### Student Learning Outcomes
Upon completion of the program, students will demonstrate the following competencies:

1. **Computational and Systems Thinking**: Be fluent in at least one programming language and associated game engine to construct fully functional working games.

2. **Critical/Analytical Thinking and Communication**: Play and analyze games using academic research methods, exhibit effective written and verbal communication skills and apply this analysis to the game design process.

3. **Design Process Thinking**: Prototype, reflect critically on workflow and process, incorporate feedback, and iterate.

4. **Creative Thinking and Problem Solving**: Generate inventive, novel and imaginative ideas for game design concepts and nimbly respond to design and implementation challenges.

5. **Multidisciplinary and Diverse Perspective Thinking**: Understand the issues surrounding topics of representation and diversity in game development and be able to discuss them and design games that address them.

6. **Teamwork and Experiential Learning Expertise**: Collaborate with teams of colleagues with different skillsets to produce work using established game development best practices with a clear definition of scope, responsibilities, progress and assessment of results.
Bachelor of Arts in Game Design and Development

| University Curriculum course  | 3 |
| University Curriculum course  | 3 |

### Third Year

Milestones: Earn 90 credits and a GPA of 2.00 or higher. Meet with your adviser at least once per semester. Participate in study abroad, complete internship or research opportunities.

<table>
<thead>
<tr>
<th>Fall Semester</th>
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<tbody>
<tr>
<td>GDD 390 Internship</td>
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<tr>
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<tr>
<td>Open Elective</td>
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<table>
<thead>
<tr>
<th>Spring Semester</th>
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<tbody>
<tr>
<td>GDD Concentration</td>
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<tr>
<td>University Curriculum course</td>
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<tr>
<td>University Curriculum course</td>
<td>3</td>
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<tr>
<td>Open Elective</td>
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<td>Open Elective</td>
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</table>

### Fourth Year

Milestones: Earn 120 credits and a GPA of 2.00 or higher. Complete possible minor or double major and prepare for graduation.

<table>
<thead>
<tr>
<th>Fall Semester</th>
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<tbody>
<tr>
<td>GDD 410 Game Lab V: Team Projects</td>
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<tr>
<td>Open Elective</td>
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<table>
<thead>
<tr>
<th>Spring Semester</th>
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<tbody>
<tr>
<td>GDD 495 Senior Project and Seminar I</td>
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<tr>
<td>GDD 411 Game Lab VI: Team Projects</td>
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<td>Open Elective</td>
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<tr>
<td>Open Elective</td>
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| Total Credits | 118-120 |