Bachelor of Arts in Game Design and Development

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The Bachelor of Arts in Game Design and Development is a pre-professional program that prepares students for a variety of career options including online digital technology and its many applications, 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 beyond commercial entertainment by addressing serious topics regarding the environment, health care 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, 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 skill set 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, 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 2.0 will be put on probation. After two semesters on probation, students will be advised to change majors.

BA in Game Design and Development Curriculum

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></td>
<td>University Curriculum</td>
<td>46</td>
</tr>
<tr>
<td></td>
<td>College of Arts and Sciences Curriculum</td>
<td>21-24</td>
</tr>
<tr>
<td></td>
<td>Game Design &amp; Development Core Requirements</td>
<td>33</td>
</tr>
<tr>
<td>GDD 101</td>
<td>Introduction to Game Design</td>
<td></td>
</tr>
<tr>
<td>GDD 110</td>
<td>Introduction to Visual Design for Games</td>
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With the recommendation of the student's advisor and/or the program director, students select two courses from their primary concentration and one elective from any other concentration.

Concentrations 9

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
- GDD 302 Game Art II
- GDD 402 Game Art III

Game Studies
- GDD 394 History of Video Games
- GDD 395 Critical Game Studies Seminar (PL 395)
- GDD 396 Games, Learning & Society
- MSS 231 Media and Society
- MSS 345 Media Users and Audiences (WS 345)

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

Writing
- DR 350 Playwriting I
- EN 201 Creative Writing
- EN 205 Introduction to Fiction Writing
- FTM 372 Screenwriting
- GDD 250 Interactive Storytelling and Narrative

Audio
- GDD 405 Game Audio Design
- GDD 207 Digital Music Composition for Games
- GDD 303 The Art of Audio Narrative (FTM 380 EN 303)
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 skill sets to produce work using established game development best practices with a clear definition of scope, responsibilities, progress and assessment of results.

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.

College of Arts and Sciences Curriculum

The College of Arts and Sciences offers bachelor of arts and bachelor of science degrees. Students earning either degree must complete one foreign language through the 102-level, and all students are encouraged to pursue a balanced program of study.

In addition, students earning a bachelor of arts degree must fulfill separate requirements for breadth and depth of study.

For the breadth requirement, students must complete at least 3 credits in each of the four CAS disciplinary areas other than the area of the student’s major. These areas are fine arts, humanities, natural sciences and social sciences. A course taken to fulfill the CAS breadth requirement may not also be used to fulfill a UC requirement.

For the depth requirement, students must complete at least 9 credits within a single subject area other than that of the major. (A “subject area” is identified with a catalog subject code, such as PL, CJ, WS, MA, etc.)

A student enrolled in the Accelerated Dual-Degree BA/JD or BS/JD (3+3) program is exempt from these College of Arts and Sciences requirements, with the exception of the foreign language requirement. A student pursuing a double major is likewise exempt from these College of Arts and Sciences requirements, with the exception of the foreign language requirement.