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, 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 2.0 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>
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<td>University Curriculum 1</td>
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<td>46</td>
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<tr>
<td>Modern Language Requirement</td>
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<td>Game Design &amp; Development Core Requirements</td>
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<tr>
<td>GDD 101</td>
<td>Introduction to Game Design</td>
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</tr>
<tr>
<td>GDD 110</td>
<td>Introduction to Visual Design for Games</td>
<td></td>
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</tbody>
</table>

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 (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 Creative Nonfiction (FTM 380 GDD 303)
  - FTM 372 Screenwriting
  - GDD 250 Interactive Storytelling and Narrative (EN 207)
### Bachelor of Arts in Game Design and Development

**Audio**
- GDD 405 Game Audio Design
- GDD 207 Digital Music Composition for Games
- GDD 303 The Art of Audio Narrative (FTM 380 EN 383)

**Design Process**
- 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
- IDD 110 Design Research and Methods

**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

**Free Electives**
- 11-14

**Total Credits**
- 102-108

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1. All students must complete the University Curriculum (http://catalog.qu.edu/academics/university-curriculum/) requirements.
2. Participating in the QU in LA Program or study abroad can also fulfill this requirement.
3. Students wishing to take courses from the above list must complete any prerequisites required by individual departments/programs or schools.

Elective substitutions are permitted with prior approval of the program director.

### Modern Language Requirement

All CAS students (both bachelor of science and bachelor of arts) must complete one modern language through the 102 level. Modern language courses may also count toward the UC Personal Inquiry II requirement. Students who have taken a language in high school should take the modern language placement test for that language. Students with placement scores at the 201 level or higher have demonstrated language competency and thus have passed out of the language requirement.

### Student Learning Outcomes

Upon completion of the program, students will demonstrate the following competencies:

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

b. **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.

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

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

e. **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.

f. **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.