The Bachelor of Arts in Game Design and Development is a preprofessional 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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<tr>
<td></td>
<td>University Curriculum</td>
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<td>College of Arts and Sciences Curriculum</td>
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<td>Game Design &amp; Development Core Requirements</td>
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<tr>
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<td>GDD 101 Introduction to Game Design</td>
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<td>GDD 110 Introduction to Visual Design for Games</td>
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Concentrations

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.

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

Writing

- DR 350 Playwriting I
- 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 380 GDD 303)

Audio

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

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

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  120-126

1. All students must complete the University Curriculum (http://catalog.qu.edu/academics/university-curriculum/) requirements.
2. Students must complete the College of Arts and Sciences Curriculum (http://catalog.qu.edu/arts-sciences/cas-curriculum/) requirements specific to their major. See details below.
3. Participating in the QU in LA Program or study abroad can also fulfill this requirement.
4. 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.

College of Arts and Sciences Curriculum

The College of Arts and Sciences offers bachelor of arts and bachelor of science degrees. As the home of the liberal arts at Quinnipiac, CAS encourages students to pursue a balanced program of study across multiple disciplines. In pursuit of that goal, CAS imposes additional requirements beyond the University Curriculum.

All CAS students (both bachelor of science and bachelor of arts) must complete one foreign language through the 102-level. Foreign language classes may also count toward the UC Personal Inquiry II requirement.

Additionally, students earning a bachelor of arts 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. For example, a student majoring in political science—a social science discipline—would complete at least 3 credits each in fine arts, humanities and natural science. A course taken to fulfill the CAS breadth requirement may not simultaneously fulfill any 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.) CAS depth courses may also count toward UC requirements.

Students pursuing a bachelor of science, a double major, or certain accelerated degree programs are exempt from the CAS breadth and depth requirements, but must complete the foreign language requirement.

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.