The Bachelor of Arts in Game Design and Development is a preprofessional program that prepares students to enter the highly competitive industry of game design or to pursue studies 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 receive a solid foundation in fundamental 21st-century skills, design thinking, fine arts principles, and develop specialized technical skills and competence in game design and systems thinking. The experiential learning focus of the major provides students with skills that are readily applied to the real world and the program supports collaboration with external partners when possible.

There are a total of 42 credits in the major. The major has 10 required core courses. With the recommendation of the student’s adviser and/or the program director, students take two required and two elective courses from either the game design track (designing, producing and making games) or the game art track (creating and designing the artwork and assets such as characters, props, costumes, architecture, levels and sound). A unique feature of the program is the game lab where students come together in interdisciplinary teams to build game prototypes. The game lab is offered as a multi-semester sequence beginning in the sophomore year. 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. Majors can elect to pursue internships and take electives that complement their interests in the field. Students choosing the game art track are encouraged to take art history and fine arts courses.

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 (^1)</td>
<td>46</td>
<td></td>
</tr>
<tr>
<td>College of Arts and Sciences Curriculum (^2)</td>
<td>21-24</td>
<td></td>
</tr>
</tbody>
</table>

### Game Design & Development Core Requirements
- GDD 101 Introduction to Game Design 3
- GDD 110 Introduction to Visual Design for Games 3
- GDD 140 Creativity and Computation 3
- GDD 200 Introduction to Game Development 3

### Game Design & Development Core Requirements

| GDD 210 | Game Lab I: Team Projects 3 |
| GDD 211 | Game Lab II: Team Projects 3 |
| GDD 394 | History of Video Games 3 |
| or GDD 395 Critical Games Studies Seminar (PL 395) |
| or GDD 396 Games, Learning & Society |
| GDD 410 | Game Lab V: Team Projects 3 |
| GDD 411 | Game Lab VI: Team Projects 3 |
| GDD 495 | Senior Project and Seminar I 3 |

### Game Design & Art Tracks

With the recommendation of the student’s adviser and/or the program director, students take two required and two elective courses from either the game design or game art track. Substitutions for track requirements are permitted with the recommendation of the student’s advisor and/or the program director.

#### Game Design Track Requirements:
- GDD 201 Game Design I
- GDD 301 Game Design II

#### Game Art Track Requirements:
- GDD 202 Game Art I
- GDD 302 Game Art II

### Game Design & Game Art Track Electives
Select 6 credits of the following:
- GDD 102 Drawing for Anime, Games and Animation
- GDD 201 Game Design I
- GDD 202 Game Art I
- GDD 250 Interactive Storytelling and Narrative
- GDD 290/390/490 Internship
- GDD 301 Game Design II
- GDD 302 Game Art II
- GDD/EN 303 The Art of Audio Narrative (FTM 380)
- GDD 310 Game Lab III: Team
- GDD 311 Game Lab IV: Team Projects
- GDD 350 Board Game Design
- GDD 370 Acting and Directing for Game Design
- GDD 380 The Business of Games
- GDD 394 History of Video Games
- GDD 395 Critical Games Studies Seminar (PL 395)
- GDD 396 Games, Learning & Society
- GDD 399 Independent Study
- GDD 402 Game Art III
- GDD 405 Game Audio Design
- GDD 499 Independent Study

A course from the following list can be taken to satisfy the GDD elective requirement:
- COM 350 Media Culture and Arts of Los Angeles

Program Contact: Elena Bertozzi (elena.bertozzi@qc.edu) 203-582-7998

Bachelor of Arts in Game Design and Development

Bachelor of Arts in Game Design and Development

CSC 110 Programming and Problem Solving
DR 220 Voice and Movement
DR 230 Directing I
ENT 290 Creating New Enterprises
FTM 280 Visual Effects (VFX) Techniques
FTM 330 Emerging Cinematography Techniques
FTM 372 Screenwriting
FTM 393 Animation Techniques
GID 110 Design Research and Methods
GID 301 Motion Graphics I
MSS 231 Media and Society
MSS 345 Media Users and Audiences (WS 345)

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. 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. 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.

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 freshmen 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.