BACHELOR OF ARTS IN GAME DESIGN AND DEVELOPMENT

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

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:

Code	Title	Credits
University Curriculum [1]		**46**
Modern Language Requirement		**3-6**
Game Design & Development Core Requirements		**33**
GDD 101	Introduction to Game Design	
GDD 110	Introduction to Visual Design for Games	
GDD 140	Creativity and Computation	
GDD 200	Introduction to Game Development	
GDD 201	Professionalism Practice for Game Design	
GDD 210	Game Lab I: Team Projects	
GDD 211	Game Lab II: Team Projects	
GDD 311	Game Lab IV: Team Projects [2]	
or GDD 390	Internship	
GDD 410	Game Lab V: Team Projects	
GDD 411	Game Lab VI: Team Projects	
GDD 495	Senior Project and Seminar I	
Concentrations [3]		**9**
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	

GDD 303	The Art of Audio Narrative	
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	
Free Electives		**23-26**
Total Credits		**114-120**

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 this list must complete any prerequisites required by individual departments/programs or schools.

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

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.

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		
Milestones: Earn 30 credits, meet with your adviser at least once a semester and have a GPA of 2.00 or higher.		
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		
Milestones: Earn 60 credits and a GPA of 2.00 or higher. Meet with your adviser at least once per semester to discuss academic, experiential learning, career and co-curricular opportunities.		
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

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.		
Fall Semester		
GDD 390	Internship	1-3
GDD Concentration		3
University Curriculum course		3
University Curriculum course		3
Open Elective		3
Spring Semester		
GDD Concentration		3
University Curriculum course		4
University Curriculum course		3
Open Elective		3
Open Elective		3
Fourth Year		
Milestones: Earn 120 credits and a GPA of 2.00 or higher. Complete possible minor or double major and prepare for graduation.		
Fall Semester		
GDD 410	Game Lab V: Team Projects	3
Open Elective		3
Open Elective		3
Open Elective		3
Open Elective		3
Spring Semester		
GDD 495	Senior Project and Seminar I	3
GDD 411	Game Lab VI: Team Projects	3
Open Elective		3
Open Elective		3
Open Elective		2
Total Credits		**118-120**