GAME DESIGN (BS)

The BS in Game Design prepares students to become storytellers, critical thinkers, entrepreneurs, and leaders in the field of games. Students collaborate in interdisciplinary teams with programmers, artists, and musicians to master the iterative development process and create polished experiences. Students build a portfolio showcasing their skills developing AAA, indie, and art games, as well as transformative play experiences on established and emerging platforms including augmented and virtual reality, tabletop, and physical technology.

Program Requirements	Quarter Hours
Liberal Studies Requirements	76
Major Requirements	104
Open Electives	12
Total hours required	**192**

Learning Outcomes

Students will be able to:

- Collaboratively generate ideas, share them and assess their inherent risks and scope.
- Translate game ideas into prototypes; iteratively develop prototypes until they are viable and playable.
- Evaluate games with users using multiple common games user research methods.
- Manage the pipeline for games, effectively evaluating the impact of potential changes.
- Develop a foundational literacy and confidence in reading, writing, and modifying computer programs and scripts.
- Clearly communicate and establish the vision for a game's experiential goal by taking formal and dramatic game elements into account.
- Intentionally craft experiences that leverage and develop the unique affordances of games as an artistic medium.

Liberal Studies Requirements

Honors program requirements can be found in the individual Colleges & Schools section of the University Catalog. Select the appropriate college or school, followed by Undergraduate Academics and scroll down.

First Year Program		Hours
Chicago Quarter		
LSP 110 or LSP 111	DISCOVER CHICAGO or EXPLORE CHICAGO	4
Focal Point		
LSP 112	FOCAL POINT SEMINAR	4
Writing		
WRD 103	COMPOSITION AND RHETORIC I [1]	4
WRD 104	COMPOSITION AND RHETORIC II [1]	4
Quantitative Reasoning		
Not Required		
Sophomore Year		
Race, Power, and Resistance		
LSP 200	SEMINAR ON RACE, POWER, AND RESISTANCE	4
Junior Year		
Experiential Learning		
Required		4
Senior Year		
Capstone		
Required in major [1]		

[1] Students must earn a C- or better in this course.

Learning Domains

Arts and Literature (AL) (https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/arts-and-literature/)

- 3 Courses Required
  - ANI 101
  - SCWR 100
  - 1 Additional Course

Historical Inquiry (HI) (https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/historical-inquiry/)

- 2 Courses Required

Math and Computing (MC) (https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/math-and-computing/)

- Not Required

Philosophical Inquiry (PI) (https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/philosophical-inquiry/)

- 2 Courses Required
  - FILM 228 or IT 228
  - 1 Additional Course

Religious Dimensions (RD) (https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/religious-dimensions/)

- 2 Courses Required

Scientific Inquiry (SI) (https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/scientific-inquiry/)

- 1 Lab Course Required

Social, Cultural, and Behavioral Inquiry (SCBI) (https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/social-cultural-and-behavioral-inquiry/)

- 3 Courses Required

Note

Specified required courses within Liberal Studies may have grade minimums (e.g. C- or better). Please consult your advisor or your college and major requirements.

Courses offered in the student's primary major cannot be taken to fulfill LSP Domain requirements. If students double major, LSP Domain courses may double count for both LSP credit and the second major. Students who choose to take an experiential learning course offered by the major

may count it either as a general elective or the Experiential Learning requirement.

In meeting learning domain requirements, no more than one course that is outside the student's major and is cross-listed with a course within the student's major, can be applied to count for LSP domain credit. This policy does not apply to those who are pursuing a double major or earning BFA or BM degrees.

Major Requirements

First Year

Course	Title	Quarter Hours
INTD 151	DESIGN RESOURCES EXPLORATION	2
GAM 210	SURVEY OF GAME ENGINES	4
GAM 205	GAMES LITERACY	4
GAM 226	FUNDAMENTALS OF GAME DESIGN	4
GAM 240	PLAYGRAMMING	4
GAM 244	GAME DEVELOPMENT I	4
GD 105	INTRO TO VISUAL DESIGN	4

Second Year

Course	Title	Quarter Hours
ANI 230	3D DESIGN & MODELING	4
ANI 231	3D ANIMATION	4
GAM 230	INTRO TO GAME PRODUCTION	4
GAM 340	PRACTICAL SCRIPTING FOR GAMES	4
GAM 341	INTRODUCTION TO LEVEL DESIGN	4
GAM 344	GAME DEVELOPMENT II (FORMERLY GAM 245)	4

Third Year

Course	Title	Quarter Hours
GAM 250	SOUND DESIGN FOR GAMES I	4
GAM 312	PLAYTESTING	4
GAM 355	SOLO GAME DEVELOPMENT PROJECT	4
GAM 365	NARRATIVE DESIGN	4
IT 223	DATA ANALYSIS	4
Eight (8) credit hours of Major Electives		8

Fourth Year

Course	Title	Quarter Hours
INTD 251	DESIGN PORTFOLIO DEVELOPMENT	2
GAM 392	GAME MODIFICATION WORKSHOP	4
or GAM 381	GAME SPRINT STUDIO	
GAM 394	GAME DEVELOPMENT CAPSTONE I	4
GAM 395	GAME DEVELOPMENT CAPSTONE II	4
Twelve (12) credit hours of Major Electives		12

Major Electives

Major elective courses must meet the following criteria:

- Eight (8) credit hours of Major Electives must be selected from GAM courses at the 300-level
- Twelve (12) credit hours of Major Electives from any 200- or 300-level CDM course.

Open Electives

Open Elective credit hours are required to meet the minimum graduation requirements of 192 hours. Open Electives may be taken from any unit at DePaul.

Program Combination Restrictions

Students pursuing the BS in Game Design are forbidden from pursuing the Minor in Game Design.