

# GAME DESIGN (BS)

## Arts and Technologies

## Overview

This program provides the skills for success in a rapidly advancing field. Student-created games of increasing sophistication stem from studies in art, business, computer science, communication, and graphic design, along with focused inquiries into game design principles and practice. Students can focus in either Creative Media or Technology to position themselves for work as innovative game designers, interactive web developers, digital artists, and in other related fields, either in-house or successfully self-employed.

The program offers a unique blend of both the hard and soft skills that employers prize. Students benefit from a wide range of University resources including the cutting-edge technology of the Draper & Maynard Makerspace, which features state-of-the-industry equipment in a facility comparable to those among leading technical and research institutions. The University's robotics lab, video production suites, art galleries, computer labs, and other assets combine to offer multiple pathways to explore, experiment, and master essential concepts.

Plymouth State's Cluster Learning Model prioritizes hands-on, project-based work that is the hallmark of creative team environments. Students make an impact while collaborating with peers from other disciplines and real-world businesses and organizations.

## Degree Requirements

Course	Title	Credits
<b>Core Requirements</b>		
GD 2000	Game Design Principles	4
AR 1075	Art Foundations Drawing: Line and Language	4
ENT 2040	Foundations of Innovation and Entrepreneurship	4
CS 2010	Computing Fundamentals (TECO)	3
AG 2100	Design Software Basics (TECO)	4
MA 2210	Finite Math with Business Statistics (QRCO)	4
CS 2370	Introduction to Programming	4
CM 2775	Media and Cultural Studies (TECO)	4
CM 3006	Analyzing Screen Media (DICO)	4
CM 3125	Communicating Through Animation	4
AG 4200	UX/UI: Digital Identity	4
CS 4520	CyberEthics (DICO,WRCO)	3
GD 4000	Game Design Workshop (Must take this class twice)	8
<b>World Building Experience (choose 1)</b>		<b>4</b>
EN 3420		
EN 3515	Currents in Global Literature (GACO)	
HI 3117	Revolutionary America, 1763-1815	
HI 3145	Antebellum America, 1815-1860 (DICO,INCO)	
HI 3155	American Civil War and Reconstruction	
HI 3230	Topics in European History (GACO)	
HI 3342	New Hampshire and New England History	
HI 3405	Love, Sex, and Family in Medieval Europe	

HI 3485	The French Revolution and Napoleonic Era, 1789-1815 (GACO)
HI 3526	The Great Depression in Film, Print, and On Stage: An Interdisciplinary History (DICO,INCO)
HI 3571	Interrogating US History (DICO,TECO)
HI 3590	Religious Conflict in Early Modern Europe (GACO)
HI 3815	Topics in United States History
HI 3825	Topics in World History (GACO)
PO 3125	Political Parties, Elections, and Interest Groups (TECO)
PO 3255	Model United Nations (GACO,INCO)
PO 3305	Latin American Politics (GACO,WRCO)
PO 3355	Women in World Politics
PO 3505	Politics and Conflict in the Middle East (GACO,INCO)

### Pick a Focus - Technology or Creative Media 9-12

#### Technology Focus:

CS 2381	Data Structures and Intermediate Programming
Pick two of the following; both must be upper level	
CM 3400	Interactive Web Communication
CS 3015	Mobile Application Development
CS 3020	Web Programming
CS 3820	Human-Computer Interaction
GD 4800	Independent Study
GD 4900	Internship

#### Creative Media Focus (Pick 3; at least 2 must be upper level):

AG 3200	Imagery
EN 2710	Creative Writing
EN 3685	Scriptwriting
EN 3105	Fiction Workshop
EN 3325	Literature into Film
MU 2105	Introduction to Music Technology (TECO)
TH 3300	Design for the Theatre (Topics)
TH 3340	Writing for Performance (Topics)
GD 4800	Independent Study
GD 4900	Internship

General Education (<https://coursecatalog.plymouth.edu/general-education/>)

EN 1400	Composition	4
IS 1115	Tackling a Wicked Problem	4
MA ( <a href="https://coursecatalog.plymouth.edu/general-education/#MATH">https://coursecatalog.plymouth.edu/general-education/#MATH</a> )	Mathematics Foundations	3-4
CTDI ( <a href="https://coursecatalog.plymouth.edu/general-education/#CTDI">https://coursecatalog.plymouth.edu/general-education/#CTDI</a> )	Creative Thought Direction	3-4
PPDI ( <a href="https://coursecatalog.plymouth.edu/general-education/#PPDI">https://coursecatalog.plymouth.edu/general-education/#PPDI</a> )	Past and Present Direction	3-4

SIDI ( <a href="https://coursecatalog.plymouth.edu/general-education/#SIDI">https://coursecatalog.plymouth.edu/general-education/#SIDI</a> )	Scientific Inquiry Direction	3-4
SSDI ( <a href="https://coursecatalog.plymouth.edu/general-education/#SSDI">https://coursecatalog.plymouth.edu/general-education/#SSDI</a> )	Self and Society Direction	3-4
Directions (choose from CTDI, PPDI, SIDI, SSDI) ( <a href="https://coursecatalog.plymouth.edu/general-education/">https://coursecatalog.plymouth.edu/general-education/</a> ) <sup>1</sup>		4-8
GACO ( <a href="https://coursecatalog.plymouth.edu/general-education/#GACO">https://coursecatalog.plymouth.edu/general-education/#GACO</a> )	Global Awareness Connection	3-4
WECO ( <a href="https://coursecatalog.plymouth.edu/general-education/#WECO">https://coursecatalog.plymouth.edu/general-education/#WECO</a> )	Wellness Connection	3-4
Electives		9-12
<b>Total Credits</b>		<b>120</b>

<sup>1</sup> Directions should total 20 credits (unless the major has a waiver for a specific Direction).

## Recommended Course Sequence

Course	Title	Credits
<b>Year One</b>		
AR 1080	Art Foundations: Digital and New Media (TECO)	4
BUS 1100	Introduction to Marketing and Sales	4
GD 2000	Game Design Principles	4
MA 2210	Finite Math with Business Statistics (QRCO)	4
IS 1115	Tackling a Wicked Problem	4
EN 1400	Composition	4
MA ( <a href="https://coursecatalog.plymouth.edu/general-education/#MATH">https://coursecatalog.plymouth.edu/general-education/#MATH</a> )	Mathematics Foundations	3-4
CTDI ( <a href="https://coursecatalog.plymouth.edu/general-education/#CTDI">https://coursecatalog.plymouth.edu/general-education/#CTDI</a> )	Creative Thought Direction	3-4
<b>Credits</b>		<b>30-32</b>
<b>Year Two</b>		
AG 2100	Design Software Basics (TECO)	4
CS 2010	Computing Fundamentals (TECO)	3
CS 2370	Introduction to Programming	4
CM 2775	Media and Cultural Studies (TECO)	4
PPDI ( <a href="https://coursecatalog.plymouth.edu/general-education/#PPDI">https://coursecatalog.plymouth.edu/general-education/#PPDI</a> )	Past and Present Direction	3-4

SIDI ( <a href="https://coursecatalog.plymouth.edu/general-education/#SIDI">https://coursecatalog.plymouth.edu/general-education/#SIDI</a> )	Scientific Inquiry Direction	3-4
SSDI ( <a href="https://coursecatalog.plymouth.edu/general-education/#SSDI">https://coursecatalog.plymouth.edu/general-education/#SSDI</a> )	Self and Society Direction	3-4
Directions (choose from CTDI, PPDI, SIDI, SSDI) ( <a href="https://coursecatalog.plymouth.edu/general-education/">https://coursecatalog.plymouth.edu/general-education/</a> )		3-4
<b>Credits</b>		<b>27-31</b>
<b>Year Three</b>		
CS 2381	Data Structures and Intermediate Programming	4
Or Creative Media Track course		
CM 3006	Analyzing Screen Media (DICO)	4
CM 3125	Communicating Through Animation	4
GD 4000	Game Design Workshop	4
World Building Experience course		
WECO ( <a href="https://coursecatalog.plymouth.edu/general-education/#WECO">https://coursecatalog.plymouth.edu/general-education/#WECO</a> )	Wellness Connection	3-4
Electives		7-8

<b>Credits</b>		<b>29-32</b>
<b>Year Four</b>		
GD 4000	Game Design Workshop	4
CS 4520	CyberEthics (DICO,WRCO)	3
AG 4200	UX/UI: Digital Identity	4
Track course		
GACO ( <a href="https://coursecatalog.plymouth.edu/general-education/#GACO">https://coursecatalog.plymouth.edu/general-education/#GACO</a> )	Global Awareness Connection	3-4
INCP ( <a href="https://coursecatalog.plymouth.edu/general-education/#INCP">https://coursecatalog.plymouth.edu/general-education/#INCP</a> )	Integrated Capstone	3-4
Elective courses		8
<b>Credits</b>		<b>28-31</b>
<b>Total Credits</b>		<b>120</b>

## Learning Outcomes

The learning outcomes of the program are:

1. Understand and apply game design principles in various domains
2. Understand and apply programming principles for game development
3. Understand and create various art components of games
4. Understand game-specific business issues
5. Work effectively in creative team environments

## Career Pathways

In the Game Design major at PSU, you will learn the skills and knowledge you need to be able to work for major game studios, as a freelancer, and even to start your own studio. Building on PSU's innovative cluster learning model, you will work with your classmates to design games of

increasing complexity. In addition, you will learn about the game industry so that you understand the choices to make to get your games funded and published.