

GAME DESIGN & DEVELOPMENT

Bachelor of Arts | College of Arts & Sciences | Quinnipiac University | Catalog year 2023-2024

Sample four-year plan

Shown below is one of many possible paths through the curriculum. Each student's individual academic plan is crafted in consultation with their academic advisor. This major requires a concentration.

First Year					
Milestones: Earn 30 credits, meet with your advisor at least once a semester, and a GPA of 2.0 or higher.					
Fall Semester		Credits	Spring Semester		Credits
GDD 101	Introduction to Game Design	3	GDD 200	Introduction to Game Development	3
GDD 110	Visual Design for Games	3	EN 102	Academic Writing/Research <i>UC Foundations Inquiry</i>	3
GDD 140	Creativity and Computation	3	MA XXX	<i>UC Foundations Inquiry</i>	3
EN 101	Introduction to Academic Reading and Writing <i>UC Foundations Inquiry</i>	3		University Curriculum (UC)	3
FYS 101	First-Year Seminar <i>UC Foundations Inquiry</i>	3		University Curriculum (UC)	3
	Total	15		Total	15
Second Year					
Milestones: Earn 60 credits and a GPA of 2.0 or higher. Meet with your advisor at least once per semester to discuss academic, experiential learning, career, and co-curricular opportunities.					
Fall Semester		Credits	Spring Semester		Credits
GDD 201	Professionalism Practice for Game Design	3	GDD 211	Game Lab II	3
GDD 210	Game Lab I	3	GDD XXX	GDD Concentration	3
	Language at 101 Level	3		Language 102 <i>Satisfies CAS language requirement</i>	3
	University Curriculum (UC)	3-4		University Curriculum (UC)	3
	University Curriculum (UC)	3		University Curriculum (UC)	3
	Total	15-16		Total	15
Third Year					
Milestones: Earn 90 credits and a GPA of 2.0 or higher. Meet with your advisor at least once per semester. Participate in study abroad, complete internship or research opportunities.					
Fall Semester		Credits	Spring Semester		Credits
GDD 311 or 390	Experiential learning requirement	3		GDD Concentration	3
GDDXXX	GDD Concentration	3		University Curriculum (UC)	3
	University Curriculum (UC)	3		University Curriculum (UC)	3
	University Curriculum (UC)	3		Open Elective	3
	Open Elective	3		Open Elective	3
	Total	15		Total	15
Fourth Year					
Milestones: Earn 120 credits and a GPA of 2.0 or higher. Complete possible minor or double major and prepare for graduation.					
Fall Semester		Credits	Spring Semester		Credits
GDD 410	Game Lab V	3	GDD 495	Senior Project and Seminar I	3
	Open Elective	3	GDD 411	Game Lab VI	3
	Open Elective	3		Open Elective	3
	Open Elective	3		Open Elective	3
	Open Elective	3		Open Elective	1-2
	Total	15		Total	13-14

Total number of credits to graduate: 120

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Concentrations in the Major:

Take one concentration (6 credits), and one elective concentration (3 credits).

Art Concentration

Requirement		Credit
GDD 102	Drawing for Games/Animation	3
GDD 202	Game Art I	3
GDD 302	Game Art II	3
GDD 402	Game Art III	3

Game Studies Concentration

Requirement		Credit
GDD 394	History of Video Games	3
GDD 395	Crit Game Studies (PL395)	3
GDD 396	Games, Learning & Soc	3

Audio Concentration

Requirement		Credit
MU 230	Music Theory I	3
GDD 207	Digital Music Comp/Games	3
GDD 303	Audio Narrative	3
GDD 405	Game Audio Design	3

Programming Concentration

Requirement		Credit
CSC 111	Data Structure & Abstraction	3
SER 120	Object-Oriented Design	3
SER 225	Intro Software Development	3
GDD 316	Adv Topics Game Development	3

Business Concentration

Requirement		Credit
GDD 380	Business of Games	3
ENT 290	Creating Digital Businesses	3
ENT 310	Creativity & Innovation	3
GDD 215	eSports Management	3

Technology Concentration

Requirement		Credit
CSC-316	Adv Topics Game Development	3
GDD 301	Game Design Tools	3
GDD 310	Game Lab III: Team	3
GDD 314	VR/AR Development for Games	3

Design Process Concentration

Requirement		Credit
GDD 175	Tabletop RPG	3
GDD 390	Internship	3
GDD 350	Board Game Design	3
IDD 110	Design Research and Methods	3

Writing Concentration

Requirement		Credit
DR 350	Playwriting: Ten-Minute Play	3
GDD 250	Interact Storytelling	3
EN 201	Creative Writing	3
EN 205	Intro to Fiction Writing	3
EN 301	Adv Fiction-Writing Workshop	3
EN 202	Intro to Creative Nonfiction	3
EN 302	Advanced Creative Nonfiction	3
EN 303	Audio Narr (FTM 380 GDD 303)	3
FTM 372	Screenwriting	3