

GAME DESIGN & DEVELOPMENT

Bachelor of Arts | College of Arts & Sciences | Quinnipiac University | Catalog year 2024-2025

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 1 | 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).

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 |

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 |

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 |

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 |

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 |

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 |

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 |

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 |