



Academic Map

University Core

Bachelor's Degree

180 credits
60 classes

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University Core

69 credits
23 classes

+

Major/Emphasis/Electives

111 credits
37 classes

Theology

completed *notes*

4 Classes / 12 Credits

THEO111	Christian Experience I		
THEO112	Christian Experience II		
THEO113	Christian Experience III		
THEO314	Christian Experience IV		Prereqs: THEO111, 112, 113

Philosophy

completed *notes*

4 Classes / 12 Credits

PHIL101	Logic		
PHIL203	Philosophy of Nature		
PHIL204	Philosophy of Man		Prereqs: PHIL203
PHIL408	Philosophy of God		Prereqs: PHIL203, 204

Humanities

completed *notes*

6 Classes / 18 Credits

HUMA111	Cultural Foundations I		
HUMA112	Cultural Foundations II		
HUMA113	Cultural Foundations III		
HUMA301	Global Cultures, History & Politics		
Writing Requirement Part 1			
HUMA122	College Writing I *		
or HUMA120	Culture Making		
Writing Requirement Part 2			
HUMA123	Advanced College Writing		Prereqs: HUMA120 OR HUMA122

College Writing I is required if the student has not satisfied the Writing Proficiency Requirement. Students who pass the exam take Culture Making instead.

Math

completed *notes*

1 Class / 3 Credits

MATH202	Personal Finance & Success		
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Science

completed *notes*

1 Class / 3 Credits

SCIN300	Science, Technology & Culture		
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Business

completed *notes*

7 Classes / 21 Credits

BUSI106	Entrepreneurial Thinking		
BUSI120	Project Management		
BUSI193	Introduction to Marketing		
BUSI209	Building Blocks of Business		
BUSI300	Negotiation Skills		
BUSI393	Leadership and Management		
COMM200	Business Communications		



Academic Map

Game Development

Media Core

completed notes

7 Classes / 21 Credits

Universal Media Courses 5 Courses			
ENTM101	Story, Genre and Structure		
ENTM102	Media Survey		
DIGM311	Survey of Video Game Technology		Survey of Video Game Technology replaces Film Criticism in Media Core
ENTM410	Media Law		
ENTM421	Career Strategies		
Senior Project 2 Courses			
DIGM490	Production Studio I		Must be a senior
DIGM491	Production Studio II		Prereqs: DIGM490

Game Development Emphasis

completed notes

14 Classes / 42 Credits

Emphasis Core 6 Courses			
ARTS101	Fundamentals of Art & Design		
ARTS120	Drawing in Perspective		
DIGM108	3D Fundamentals		
DIGM106	Fundamentals of Game Design		
DIGM130	Intro to Programming		
DIGM492	Portfolio Review		Prereqs: DIGM491
Emphasis Electives Choose 8 courses from the following:			
ARTS122	Observational Drawing		Prereqs: ARTS121
ARTS201	Color Theory		
ARTS221	Life Drawing I		Prereqs: ARTS121, ARTS122
ARTS222	Life Drawing II		Prereqs: ARTS221
ARTS321	Drawing on Location		Prereqs: ARTS121, ARTS122
DIGM131	Game Scripting I		Prereqs: DIGM130
DIGM203	Game Design I		Prereqs: DIGM106
DIGM212	Texturing and Lighting I		Prereqs: DIGM108
DIGM213	Intro to Texturing & UV		Prereqs: DIGM108
DIGM215	Photoshop & Illustrator		
DIGM225	Narrative Design for Games		Prereqs: ENTM101, DIGM203
DIGM231	Game Scripting II		Prereqs: DIGM131
DIGM232	Level Design		Prereqs: DIGM203
DIGM313	Hard Surface Modeling I		Prereqs: DIGM108
DIGM314	Hard Surface Modeling II		Prereqs: DIGM313
DIGM320	Environment Design I		Prereqs: DIGM313, DIGM212
DIGM321	Environment Design II		Prereqs: DIGM320
DIGM322	3D Animation I		Prereqs: DIGM108
DIGM332	Game Design II		Prereqs: DIGM203
DIGM350	Organic Modeling I		Prereqs: DIGM313, ARTS221 (pre/co-requisite)
DIGM352	Organic Modeling II		Prereqs: DIGM350, ARTS222 (pre/co-requisite)
DIGM353	Character Rigging		Prereqs: DIGM108
DIGM414	3D Animation II		Prereqs: DIGM322
DIGM442	Texturing and Lighting II: GAME		Prereqs: DIGM212

Electives

completed

16 Classes / 48 Credits

Up to 13 electives may consist of non-media courses Maximum 3 each of internships and independent Studies			
Course ID	Course Name	Course ID	Course Name
1		9	
2		10	
3		11	
4		12	
5		13	
6		14	
7		15	
8		16	