John Paul the Great Catholic University

Academic Map

University Core

Bachelor's Degree *180 credits* *60 classes*	=	University Core *72 credits* *24 classes*	+	Major/Emphasis/Electives *108 credits* *36 classes*

Theology
5 Classes / 12 Credits

		completed	notes
THEO111	Christian Experience I		
THEO112	Christian Experience II		
THEO113	Christian Experience III		
THEO205	New Testament		
THEO314	Christian Experience IV		Prereqs: THEO111, 112, 113

Philosophy
4 Classes / 12 Credits

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

Humanities
6 Classes / 18 Credits

		completed	notes
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
1 Class / 3 Credits

		completed	notes
MATH202	Personal Finance & Success		

Science
1 Class / 3 Credits

		completed	notes
SCIN300	Science, Technology & Culture		

Business
7 Classes / 21 Credits

		completed	notes
BUSI106	Entrepreneurial Thinking		
BUSI193	Introduction to Marketing		
BUSI209	Building Blocks of Business		
BUSI300	Negotiation Skills		
BUSI393	Leadership and Management		
COMM200	Business Communications		
Project Management Requirement			
BUSI120	Project Management		Most Students take Project Management
ENTM203	The Producer		Film Students take The Producer instead

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Academic Map

Game Development

Visual Arts Core

completed   *notes*

8 Classes / 24 Credits

Universal Visual Arts Core 8 Courses		completed	notes
ARTS101	Fundamentals of Art & Design		
ARTS102	Art History		
ARTS121	Drawing in Perspective		Game Development students have the option to take either drawing or programing towards their core
or	DIGM130 Intro to Gameplay Logic Scripting		
ARTS201	Color Theory		
ARTS205	Art History: Counter-Reformation		
ARTS311	Visual Arts Career Strategies		
ENTM101	Story, Genre and Structure		
ENTM102	Media Survey		

Game Development Emphasis

completed   *notes*

12 Classes / 36 Credits

Emphasis Core 7 Courses		completed	notes
DIGM106	Fundamentals of Game Design		
DIGM108	3D Fundamentals		
DIGM203	Game Design I		Prereqs: DIGM106
DIGM311	Survey of Video Game Technologies		
ARTS471	Game Development Capstone I		
ARTS481	Game Development Capstone II		
ARTS491	Game Development Capstone III		
Emphasis Electives Choose 5 courses from the following:			
ARTS122	Observational Drawing		Prereqs: ARTS121
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-requsite)
DIGM353	Character Rigging		Prereqs: DIGM108

Electives

completed

16 Classes / 48 Credits

Courses outside of visual arts can also count as electives | 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	