

Game Development Program



60 Courses Total

24

General Education

08

Visual Arts Core

07

Emphasis Core

05+

Emphasis Electives

16

Additional Electives

24 General Education

courses

Required for all JPCatholic students

THE0111	Christian Experience I	PHIL208	Philosophy of God	BUSI106	Entrepreneurial Thinking
THE0112	Christian Experience II	HUMA111	Cultural Foundations I	BUSI120	Project Management
THE0113	Christian Experience III	HUMA112	Cultural Foundations II	BUSI193	Introduction to Marketing
THE0314	Christian Experience IV	HUMA113	Cultural Foundations III	BUSI209	Building Blocks of Business
THE0205	New Testament	HUMA301	Global Cultures, History, and Politics	BUSI300	Negotiation Skills
PHIL101	Logic	HUMA120	Culture Making* or	BUSI393	Leadership and Management
PHIL203	Philosophy of Nature	HUMA122	College Writing I*	COMM200	Business Communications
PHIL204	Philosophy of Man	HUMA124	Advanced College Writing	MATH202	Personal Finance & Success
				SCIN300	Science, Technology, & Culture

08 Visual Arts Core

courses

Required for all BFA Visual Arts students

ARTS101	Fundamentals of Art & Design	DIGM130	Intro to Gameplay Logic Scripting*	ENTM102	Media Survey
ARST102	Art History	ARTS201	Color Theory	ARTS000	Artworks of the Catholic Restoration
ARTS120	Drawing in Perspective *	ENTM101	Story, Genre & Structure	ARTS000	Visual Arts Career Strategies

07 Game Development Emphasis Core

courses

Required for all Game Development Emphasis students

DIGM106	Fundamentals of Game Design	DIGM311	Survey of Video Game Technology	ARTS412	Game Development Capstone II
DIGM108	3D Fundamentals	ARTS402	Game Development Capstone I	ARTS422	Game Development Capstone III
DIGM203	Game Design I				

05+ Game Development Emphasis Electives

courses

Choose 5 or more of these courses

ARTS122	Observational Drawing	DIGM231	Game Scripting II	DIGM350	Organic Modeling I
ARTS221	Life Drawing I	DIGM232	Level Design I	DIGM352	Organic Modeling II
ARTS222	Life Drawing II	DIGM313	Hard Surface Modeling I	DIGM353	Character Rigging
ARTS321	Drawing on Location	DIGM314	Hard Surface Modeling II	DIGM414	3D Animation II
DIGM131	Game Scripting I	DIGM316	Character Design	DIGM422	Virtual Production II
DIGM212	Texturing & Lighting I	DIGM320	Environment Design I	DIGM442	Texturing & Lighting: Game
DIGM213	Introduction to Texturing & UV	DIGM321	Environment Design I	DIGM452	Game Jam
DIGM215	Photoshop & Illustrator	DIGM322	3D Animation I	DIGM000	Intro to Virtual Production
DIGM225	Narrative Design for Games	DIGM323	Game Design II	ENTM404	Visual Effects Production

16 Additional Electives

courses

Choose 16 additional electives, either in your field or in other areas.

See Full Course Catalog at jpcatholic.edu/catalog