Games and Game Design (BA)

This program is offered by the School of Communications/Media Arts Department and is only available at the St. Louis main campus.

Program Description

The BA in Games and Game Design immerses students in the practices of team-focused game development. Students develop a deep understanding of the principles of game design as well as the tools and techniques critical to creating games. Students also gain insight into the social responsibilities of game designers. This program is focused on guiding students to develop strong portfolios of creative works aimed at impressing prospective employers.

Learning Outcomes

Graduates of this program will be able to:

- Demonstrate a deep understanding of the principles of game design.
- Demonstrate technical proficiency by creating games with engaging challenging gameplay.
- Appreciate the ethical and cultural ramifications of games and the professionalism required of game developers.
- Demonstrate the ability to work efficiently within the team environment so crucial to game development.

Degree Requirements

For information on the general requirements for a degree, see Baccalaureate Degree Requirements under the Academic Policies and Information section of this catalog.

- 54 required credit hours
- Applicable University Global Citizenship Program hours
- Electives

Required Courses (45 credit hours)

- AUDI 1000 Audio Production for Non-Majors (3 hours)
- EPMD 1040 Visual Storytelling (3 hours)
- FTVP 1400 Graphics and Effects (3 hours)
- GAME 1000 Analog Game Design (3 hours)
- GAME 1500 Introduction to Video Game Design (3 hours)
- GAME 2100 Game Studies (3 hours)
- GAME 2200 Narrative Design (3 hours)
- GAME 2600 Game Art (3 hours)
- GAME 3000 Video Game Design I (3 hours)
- GAME 3500 History of Video Games (3 hours)
- GAME 3650 World Design (3 hours)
- GAME 4500 Video Game Design II (3 hours)
- GAME 4600 Video Game Production (3 hours)
- GAME 4620 Senior Overview* (3 hours)
  or MDST 4950 Internship*
- MDST 2500 Professional Development for Media Careers (3 hours)

*Capstone course

Elective Courses (Select 9 credit hours from the following)

- ANIM 1040 Storyboarding (3 hours)
- ANIM 2200 3D Modeling (3 hours)
- ANIM 3200 3D Animation and Rigging (3 hours)
- ANIM 3150 Special Topics in Animation (3 hours)
- ART 1110 Introduction to Drawing (3 hours)
- COSC 1550 Computer Programming I (3 hours)
- COSC 2070 Introduction to Mobile Technology (3 hours)
- GAME 2300 Analog RPG Design (3 hours)
- GAME 2400 Digital RPG Design (3 hours)
- GAME 3150 Special Topics in Game Design (3 hours)
- GAME 4000 Video Game Level Design (3 hours)
- INTM 1600 Introduction to Interactive Digital Media (3 hours)
- INTM 2200 Visual Design for Interactive Digital Media (3 hours)
- INTM 3150 Special Topics (3 hours)
- INTM 4200 User Experience Design (3 hours)
- SCPT 3500 Writing Screenplays for Film (3 hours)