

HERZING

BACHELOR OF SCIENCE IN GAME DEVELOPMENT (BSGAD)

PROGRAM DESCRIPTION

The Bachelor of Science in Game Development program employs an integrated and coherent approach that prepares students with the necessary academic knowledge and technical competencies required for a wide range of positions in the game development industry. The curriculum is focused on designing and producing work for the web, television, cinema, multi-media, and digital entertainment industries. The degree enables students to specialize in topics appropriate for an entry-level position in a variety of interactive and game development professions and fields.

PROGRAM OBJECTIVES

Upon completion of this program students should be able to demonstrate the ability to participate as a team member or to manage projects that:

1. Design and develop solutions to everyday business-related interactive design challenges encountered during normal business operation using appropriate technologies and techniques.
2. Design and produce game development solutions to address business challenges using appropriate software technologies and techniques.
3. Make continuous additions to a game development design portfolio appropriate for an entry-level position in game and interactive graphic development.
4. Integrate appropriate and meaningful game creation and design solutions to design problems.
5. Communicate effectively with both individuals and groups, orally and in writing.
6. Think critically at a conceptual level and by using mathematical analysis as well as the scientific method; write and speak effectively; use basic computer applications; and understand human behavior in the context of the greater society in a culturally diverse world.

POTENTIAL JOB POSITION TITLES

Potential entry-level job position titles include game developer, illustrator, multimedia author, concept artist, level designer, visual effects artist, industry producer, game code developer, and industry documentation specialist.

PROGRAM CONTENT

A minimum of 123.00 semester credit hours is required for graduation.

REQUIRED COURSES IN GRAPHIC DESIGN

All courses, 24.00 semester credit hours, are required.

Course Number	Course Name	Prerequisite	Credit Hours
GA 101	Graphic Design Fundamentals	GA 102	3.00
GA 102	Introduction to Digital Design Applications	None	3.00
GA 104	Illustration Fundamentals	None	3.00
GA 105	Digital Photography: Introduction	GA 102	3.00
GA 201	Color Theory in Design	GA 102	3.00
GA 205	Diagrammatic Design	GA 102	3.00
GA 220	Pixel-Based Images	GA 102	3.00
HU 320	Art History	None	3.00

REQUIRED COURSES IN GAME DEVELOPMENT

All courses, 49.00 semester credit hours, are required.

Course Number	Course Name	Prerequisite	Credit Hours
GD 215	Level Design I	None	3.00
GD 225	Game Modeling I	None	3.00
GD 247	Game Programming I	GD 215 and IS 103	3.00
GD 255	Serious Gaming	None	3.00
GD 265	Script Writing and Storyboarding	None	3.00
GD 305	Game Development I	GD 247	3.00
GD 315	Animation I	GD 355	3.00
GD 347	Game Programming II	GD 247	3.00
GD 355	Game Modeling II	GD 225	3.00
GD 365	Game Development Production	GD 305	3.00
GD 385	Cinematography	None	3.00
GD 405	Game Development II	GD 305	3.00
GD 425	Advanced Topics in Game Development	GD 405	3.00
GD 435	Games Business	GD 305	3.00
GD 447	Game Programming III	GD 347	3.00
IS 103	Programming Logic	None	4.00

OPEN ELECTIVE COURSES

A minimum of 8.00 semester credit hours of open electives is required.

REQUIRED CAPSTONE OR INTERNSHIP

3.00 credit hours are required.

Course Number	Course Name	Prerequisite	Credit Hours
GD 495	Game Development Capstone Project	Final semester	3.00
GD 497	Game Development Internship	Final semester and PD 214	3.00

REQUIRED COURSES IN GENERAL EDUCATION

Students enrolled in this bachelor's degree must complete a minimum of 37.00 semester credit hours in general education distributed among the following disciplines. A minimum of 9.00 semester credit hours must be upper level (300- to 400-level courses). Refer to the General Education section of the catalog for Herzing University courses that would satisfy these requirements. *

1.00 Semester Credit Hour in Information Literacy

6.00 Semester Credit Hours in English Composition or Literature

3.00 Semester Credit Hours in Speech

4.00 Semester Credit Hours in Computer Applications

7.00 Semester Credit Hours in Mathematics (College Algebra or Above)

4.00 Semester Credit Hours of Natural Science with a Lab Component ***

3.00 Semester Credit Hours in Social or Behavioral Science

3.00 Semester Credit Hours in Humanities with a Critical Thinking Focus **

3.00 Semester Credit Hours in Cultural Diversity

3.00 Semester Credit Hours of General Education Electives

- * Transfer students may transfer courses that are within 1.00 semester credit hour of the courses listed above to meet these discipline requirements. Any resulting deficiency in the total of 37.00 semester credit hours required in general education may be made up with general education electives from any of the listed disciplines.
- ** A course with a critical thinking focus would be a course that addresses the theories and application of critical analysis with an emphasis on developing sequential reasoning skills. Examples may be courses in critical thinking, philosophy, science or logic.
- *** Students in this program must take the following courses to satisfy the natural science with lab requirement:

Course Number	Course Name	Prerequisite	Credit Hours
SC 358	Physics	MA 204 or MA 225; Corequisite SC 358L	3.00
SC 358L	Physics Lab	MA 204 or MA 225; Corequisite SC 358	1.00

PERSONAL AND PROFESSIONAL DEVELOPMENT COURSES

2.00 semester credit hours are required. Students taking the GD 497 Game Development Internship must also take PD 214.

Course Number	Course Name	Prerequisite	Credit Hours
PD 121	Professional Development I	None	1.00
PD 202	Professional Development II	None	1.00
PD 214	AS/AAS/BS Internship/Diploma Preparation	None	0.00

For more information about our graduation rates, the median debt of students who completed the program, and other important information, please visit our website at <http://www.herzing.edu/academics/game-development>