Create interactive worlds that transcend devices and platforms.

Embark on an electrifying journey with the University of Arizona’s on-campus, STEM-designated Bachelor of Science in Game Design and Development (BSGDD). With the BSGDD, you’ll master cutting-edge skills and gain hands-on experience in the world of game design and development, including conceptualization, market analysis, technical design and usability. Whether you aim to revolutionize entertainment, transform educational methods, innovate in training or pioneer new applications in healthcare, our BSGDD propels you to the forefront of becoming a top-tier game designer and developer.

As the UAArizona School of Information, you’ll gain the hands-on computational, mathematical and technological foundation you need to analyze and extend the digital world, opening the door to a wide variety of careers at the intersection of information, people and technology.

WHAT YOU’LL LEARN
- Game design for an array of purposes and industries
- Best practices in gamification, including challenges and fun factor, balancing, level design, scoring and progression, user interface interaction mechanics, narration, functionality, usability and playability
- Game development skills utilizing effective, industry-proven approaches, tools, systems, platforms and devices
- Research methods and presentation skills for data and information science
- Recognition and analysis of ethical and policy concerns raised by new technologies
- Effective communication across cultures and with diverse peoples and groups
- How to craft effective, ethical solutions for gamification and game design and development challenges

CAREER POSSIBILITIES
BSGDD graduates are ready to excel in a wide variety of in-demand positions, including:
- 3D artist
- Application developer
- Art director
- Computer-aided design (CAD) drafter
- Computer programmer
- Concept artist
- Game designer
- Game tester
- Graphic designer
- Mobile developer
- Software developer
- Software quality assurance analyst
- Video game designer
- Web developer

Ready to create interactive worlds that transcend devices and platforms?
ischool.arizona.edu/bsgdd
ischool-ugrad@arizona.edu
# Bachelor of Science in Game Design and Development

## Sample Four-Year Plan

120 units are required for graduation. A minor with a minimum of 18 units, or a double major, is required.

In addition to the required foundation, general education and minor or double major courses, BSGDD students must also meet the following requirements to complete the degree: 16 units of Core Courses; 9 units of Major Technical Core Elective Courses; 3 units of Research Methods/Data Analysis; 15 units of Game Design and Development Electives; and the 3-unit Senior Capstone (ISTA 498).

## Year 1

### Fall
- ENGL 101: First-Year Composition 3 units
- MATH (based on placement) 3 units
- UNIV 101: Introduction to the General Education Experience 1 unit
- General Education: Exploring Perspectives 3 units
- First-Semester Language 4 units

**Total** 14 units

### Spring
- ENGL 102: First-Year Composition 3 units
- GAME 251: Introduction to Game Design 3 units
- General Education: Exploring Perspectives 3 units
- General Education: Building Connections 3 units
- Second-Semester Language 4 units

**Total** 16 units

## Year 2

### Fall
- ISTA 116: Statistical Foundations of the Information Age 3 units
- ISTA 130: Computational Thinking and Doing 4 units
- ISTA 161: Ethics in a Digital World 3 units
- General Education: Exploring Perspectives 3 units
- General Education: Building Connections 3 units

**Total** 16 units

### Spring
- Major Technical Core Elective Course 3 units
- Research Methods/Data Analysis 3 units
- General Education: Building Connections 3 units
- Major Elective Course 3 units
- Minor Course 3 units

**Total** 15 units

## Year 3

### Fall
- UNIV 301: General Education Portfolio 1 unit
- General Education: Building Connections 3 units
- GAME 451: Game Development 3 units
- Major Elective Course 3 units
- Minor Course 3 units
- Minor Course 3 units

**Total** 16 units

### Spring
- Major Technical Core Elective Course 3 units
- Major Elective Course 3 units
- Minor Course 3 units
- Minor Course 3 units

**Total** 15 units

## Year 4

### Fall
- Major Technical Core Elective Course 3 units
- Major Elective Course 3 units
- Minor Course 3 units
- Upper-Division Elective 3 units
- Upper-Division Elective 3 units

**Total** 15 units

### Spring
- ISTA 498: Senior Capstone 3 units
- Upper-Division Elective 3 units
- Additional Elective Course 3 units
- Additional Elective Course 3 units
- Additional Elective Course 3 units

**Total** 15 units

**Total Degree Credits: 122 Units**

This is a sample plan and is subject to change based on catalog year, placement tests, AP/CLEP credit, transfer work, minor requirements, summer school, etc. The official degree requirements may be found in the University General Catalog and all University of Arizona students should refer to the Academic Advising Report for specific graduation requirements.