

Game Design and Development, Bachelor of Science: SAMPLE FOUR-YEAR PLAN

This is a SAMPLE plan only. Students precise course of study will vary.

Fall Freshman

Course	Units	Grade
MATH (depends on placement; MATH 113)	_____	_____
English 101	_____	_____
Indiv. & Soc 150 (OPTIONAL: ESOC 150, SUGGESTED, NOT REQUIRED)	_____	_____
Traditions & Culture 160	_____	_____
Language 101	_____	_____

Spring Freshman

Course	Units	Grade
English 102	_____	_____
Indiv. & Soc 150	_____	_____
Traditions & Culture 160	_____	_____
ISTA 251: Intro to Game Design*	_____	_____
Language 102	_____	_____

Summer

*ISTA 251 is a non-technical introductory course. Students may take this course at any time.

Course	Units	Grade
_____	_____	_____
_____	_____	_____

Fall Sophomore

Course	Units	Grade
ISTA 116: Statistical Foundations*	_____	_____
Natural Science 170	_____	_____
Natural Science 170	_____	_____
Tier II Humanities	_____	_____
ISTA 130: Computational Thinking and Doing**	_____	_____

Spring Sophomore

Course	Units	Grade
Minor course	_____	_____
ISTA 131: Dealing with Data*	_____	_____
ISTA 161: Ethics in a Digital World	_____	_____
Tier II Arts	_____	_____
Tier II Individuals and Society	_____	_____

Summer

*ISTA 131 or CSC 110 requires for ISTA 131

Course	Units	Grade
_____	_____	_____
_____	_____	_____

GDDBS majors (not ISTA majors) can use CSC 120 for ISTA 131. GDDBS majors can also take ESOC 302 or ESOC 301 for this requirement

*Math placement required for ISTA 116

**CSC 110 can sub for ISTA 130

Fall Junior

Course	Units	Grade
_____	_____	_____
GAME 351 or ISTA 350	_____	_____
ISTA 416: Human-Computer Interaction or ISTA 424	_____	_____
Game Elective	_____	_____
Minor Course	_____	_____

Spring Junior

Course	Units	Grade
ISTA 451: Game Development	_____	_____
ISTA 425: Algorithms for Games or ISTA 452	_____	_____
Game elective	_____	_____
Minor Course	_____	_____
Minor Course	_____	_____

Summer

Course	Units	Grade
_____	_____	_____
_____	_____	_____

Fall Senior

Course	Units	Grade
Game elective	_____	_____
Electives as needed in order to earn 120 units total/42 Upper Division units (classes that are 300 level or above)	_____	_____
_____	_____	_____
Game elective	_____	_____
Game elective	_____	_____

Spring Senior

Course	Units	Grade
ISTA 498: Senior Capstone	_____	_____
Minor Course	_____	_____
Minor Course	_____	_____
Minor Course	_____	_____
Electives as needed	_____	_____

Summer

Course	Units	Grade
_____	_____	_____

