Student Name:	ID #
Advisor Name:	Anticipated Graduation Date:

GAME DEVELOPMENT MAJOR: GAME DESIGN STREAM CHECKLIST (122 s.h.)
2024-25 Academic Calendar

1. Inquiry: Ways of Knowing — Core Requirements (37 s.h.*)
University Core Requirements are modified for students who transfer in with 57 s.h. or more of initial transfer credit. See Academic Calendar for details.

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
FOUNDATIONAL INQUIRIES (28 sem. hrs.)					Academic Writing Requirement [1]		
Academic Research & Writing				**WAYS OF KNOWING (9 sem. hrs.)**			
	ENGL _____	3	Choose two of ENGL 101, 102, 103, 104.	In addition to the courses on the left, students must take an additional 9 sem. hrs. from each of the following categories, *all of which must be from outside of the student's major.*			
	ENGL _____	3					
Foundations				*Aesthetic & Performance Inquiry*			
	FNDN 101	1	Compulsory during the first semester of the first year for all new students unless they have a minimum 24 sem. hrs. initial transfer credit.			3	Choose 3 sem. hrs. from the Aesthetic & Performance Inquiry category below.
	FNDN 102	3	Normally taken before year three.	*Cultural & Linguistic Inquiry*			
	FNDN 201	3				3	Choose 3 sem. hrs. from the Cultural & Linguistic Inquiry category below.
Logical & Ethical Reasoning				*Experiential & Embodied Inquiry*			
	PHIL _____	3	Choose one of PHIL 100, 103, 105, 106, 109, or 210.		**	**	Satisfied by MCOM 281.
Religious & Spiritual Thought				*Historical & Archival Inquiry*			
	RELS _____	3	Choose RELS 110 or 160. Recommended in 1st semester of the 1st year.		**	**	Satisfied by SAMC 112.
	RELS 111	3		*Quantitative & Computational Inquiry*			
	RELS 112	3				3	Choose 3 sem. hrs. from the Quantitative & Computational Inquiry category below.
Scientific Method & Lab Research				*Social & Global Inquiry*			
		3	Choose one of BIOL 103/196, 104/197, 113/198, 114/199, 216, 241, 262, CHEM 101, 103/198, 111/198; GENV 109, 121, 262; GEOL 109; PHYS 111.		**	**	Satisfied by MCOM 111.

[1]**Academic Writing Requirement**: students must take WRTG 100 (native English speakers) or WRTG 101 (non-native English speakers) in their first semester at TWU, unless exempt at the time of admission to the University. WRTG course credit may be included toward a degree program as elective credit.

Ways of Knowing: Categories

Aesthetic & Performance Inquiry	ART 181, 182, 250; ENGL 207, 208, 310; HKIN 342; MCOM 211, 221, 231, 369; MUSI 110; PHIL 370; SAMC 111, 370; THTR 130, 161; any Music Ensembles; any Music (MUSA) Private Lessons.
Cultural & Linguistic Inquiry	ANTH 210, 395; EDUC 496; ENGL 334, 340, 482; GREE 235; HEBR 245; HIST 237; IDIS 201; POLS 237; RELS 235, 245; SOCI 395; any World Languages & Cultures course (CHIN, FREN, JAPA, RUSS, SPAN).
Quantitative & Computational Inquiry	BUSI 176, 275; CHEM 104, 112; CMPT 140; DATA 100; ECON 176, 275; GENV 282, 382, 383; MATH 102, 108, 123, 150, 190, 191; PHYS 112; PSYC 207; SOCI 207; SOCS 305, 383.

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2. Required Game Development Courses (27 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
	GAME 110	3			GAME 391		
	GAME 160	3			GAME 490		
	GAME 290	3			GAME 491		
	GAME 380	3			MCOM 312		
	GAME 390	3					

3. Required Game + Design Stream Courses (21 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
	GAME 140	3			GAME 471	3	
	GAME 240	3			MCOM 351	3	
	GAME 340	3				3	Choose from CMPT 140 or BUSI 111.
	GAME 470	3					

4. Stream Elective Courses (15 s.h.)

✓	COURSE	S.H.	NOTES
		3	
		3	Stream Electives may be chosen from the following: ART 150; MCOM 252, 272, 361; GAME 260, 341, 380; ENGL 207 or 208; BUSI 121, 176, 245, 280; any course from another Game Development stream.
		3	
		3	(NB. a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).
		3	

5. Ancillary Requirements (9 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
	MCOM 111	3			SAMC 112	3	
	MCOM 281	3					

6. Elective Courses (13 s.h.)

Students are encouraged, but not required, to take elective classes that contribute to a concentration or a minor. If you choose to take a concentration or a minor, please attach the appropriate concentration/minor checklist available at twu.ca/advising.

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES

NOTES:

- A total of 122 s.h. of credit, including a minimum of 42 s.h. of upper-level credit (24 s.h. in the major) is required to complete this degree. Students must have a minimum overall (cumulative) GPA of 2.0 to graduate.

- You must complete an Application for Graduation via the Student Portal and submit a copy of your filled in program checklist(s) (i.e. this document) to the Office of the Registrar by April 30 of the year prior to your completion. For more information on the graduation process, please visit twu.ca/graduation.

This program is offered under the written consent of the Minister of Advanced Education effective June 5, 2019, having undergone a quality assessment process and been found to meet the criteria established by the minister. Nevertheless, prospective students are responsible for satisfying themselves that the program and the degree will be appropriate to their needs (for example, acceptable to potential employers, professional licensing bodies, or other educational institutions).

THIS CHECKLIST IS INTENDED TO ASSIST STUDENTS AND ADVISORS IN ENSURING THAT ALL REQUIREMENTS ARE MET. IT IS THE RESPONSIBILITY OF THE **STUDENT** TO MEET ALL REQUIREMENTS.

B.A. Degree *Game Development - Game Design Stream - 4 Year Plan* — 2024-2028

YEAR 1 — Fall

✓	s.h.	Fall
	1	FNDN 101
	3	RELS 110 or 160
	3	ENGL 103
	3	PHIL 105[1]
	3	GENV 121[1]
	3	GAME 110
		Semester Total: 16

YEAR 2 — Fall

✓	s.h.	Fall
	3	FREN 101[1]
	3	GAME 240
	3	MCOM 351
	3	SAMC 112
	3	GAME 341[2]
		Semester Total: 15

YEAR 3 — Fall

✓	s.h.	Fall
	3	GAME 390
	3	MCOM 312
	3	GAME 340
	3	GAME 231[2]
	3	GAME 260[2]
	1	Elective
		Semester Total: 16

YEAR 4 — Fall

✓	s.h.	Fall
	3	GAME 490
	3	BUSI 245[2]
	3	Elective[4]
	3	Elective[4]
	3	Elective
		Semester Total: 15

YEAR 1 — Spring

✓	s.h.	Spring
	3	RELS 111
	3	ENGL 104
	3	GAME 140
	3	GAME 160
	3	CMPT 140 or BUSI 111[3]
		Semester Total: 15

YEAR 2 — Spring

✓	s.h.	Spring
	3	FNDN 102
	3	ART 250[1]
	3	GAME 290
	3	MCOM 281
	3	MCOM 111
		Semester Total: 15

YEAR 3 — Spring

✓	s.h.	Spring
	3	FNDN 201
	3	RELS 112
	3	GAME 391
	3	GAME 471
	3	MUSI 340[2]
		Semester Total: 15

YEAR 4 — Spring

✓	s.h.	Spring
	3	GAME 380
	3	GAME 470
	3	GAME 491
	3	Elective
	3	Elective
		Semester Total: 15

COURSE LEGEND

Core Courses

1. Suggested Core course.
   Core electives should be chosen as follows:
   ONE Logical & Ethical Reasoning
   ONE Scientific Method & Lab Research
   ONE Aesthetic & Performance Inquiry
   ONE Cultural & Linguistic Inquiry
   ONE Quantitative & Computational Inquiry

Major Courses

2. Other stream electives may be chosen from: ART 150; MCOM 252, 272, 361; GAME 260, 341; ENGL 207 or 208; BUSI 121, 176, 245, 280; any course from another Game Development stream; GAME 380 (a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).

Major + Core Courses

3. If BUSI 111 is chosen here, another course is needed to fulfill the Quantitative & Computational Inquiry core requirement.

Ancillary Courses

Ancillary + Core Courses

Electives

4. Choose a 300- or 400-level elective.

Summer Sessions are encouraged to reduce semester load and/or repeat courses.

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