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

1. Inquiry: Ways of Knowing — Core Requirements (43 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 (15 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 15 sem. hrs. from each of the following categories, *9 s.h. 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 on **page two**.
	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 on **page two**.
Logical & Ethical Reasoning				*Experiential & Embodied Inquiry*			
	PHIL _____	3	Choose one of: PHIL 100, 103, 105, 106, 109, or 210.			3	Choose 3 sem. hrs. from the Experiential & Embodied Inquiry category on **page two**.
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 on **page two**.
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.			3	Choose 3 sem. hrs. from the Social & Global Inquiry category on **page two**.

[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.

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).

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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).
Experiential & Embodied Inquiry	ART 305, 306, 307; BIOL 316, 318, 362, 364, 409, 410; BIOT 200, 300, 400, 409, 410; BUSI 395, 396, 49x; CHEM 409, 410; CMPT 409, 410; EDUC 302, 303, 402, 403; GENV 131, 316, 318, 372, 373, 374, 375, 409, 410; HIST 310, 315, 316; HKIN 201, 202, 216, 235, 266, 336, 355, 455, 456, 457, 458, 459, 460; LING 398, 399; MATH 409, 410; MCOM 281, 391, 392, 393; NURS 213; POLS 395, 396; PSYC 322, 497, 498; SOCI 320, 411, 420; THTR 101, 102, 151, 152, 153, 154, 175, 210, 301, 302, 351, 352, 353, 354; any 1 sem. hr. HKIN Activity course; any Travel Study.
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.
Social & Global Inquiry	ANTH 101, 302; BUSI 311; ECON 311, 354; EDUC 345, 365; ENGL 348; GENV 111, 212, 322, 354; LING 101, 210, 302; MCOM 111, 171, 251, 313, 315, 317, 372, 491; NURS 227; PHIL 208, 220, 310, 320; POLS 101, 211, 310, 312, 320, 493; PSYC 399; RELS 271, 272, 285, 381, 384, 386, 476; SOCI 101; THTR 348.

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

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

3. Required Music + Sound Stream Courses (27 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
	MUSI 225	3			GAME 321	3	
	MUSI 226	3			GAME 322	3	
	MUSI 340	3			GAME 471	3	
	MUSI 341	3			_____	3	Choose CMPT 140 or BUSI 111.
	GAME 320	3					

4. Stream Elective Courses* (9 s.h.)

✓	COURSE	S.H.	NOTES
		3	
		3	
		3	

5. Ancillary Requirements (3 s.h.)

✓	COURSE	S.H.	NOTES
	SAMC 112	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. (NB. a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).

6. Elective Courses (13 s.h.)

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

B.A. Degree *Game Development - Music & Sound Design - 4 Year Plan* — 2024-2028

YEAR 1

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

✓	s.h.	Spring
	3	RELS 111
	3	ENGL 104
	3	GAME 160
	3	MUSI 225
	3	CMPT 140 or BUSI 111[4]
Semester Total: 15		

YEAR 2

✓	s.h.	Fall
	3	FREN 101[1]
	3	GENV 121[1]
	3	MUSI 226
	3	MUSI 340
	3	SAMC 112
Semester Total: 15		

✓	s.h.	Spring
	3	FNDN 102
	3	MCOM 111
	3	GAME 290
	3	MUSI 341
	3	GAME 140[2]
Semester Total: 15		

YEAR 3

✓	s.h.	Fall
	3	GAME 320
	3	GAME 390
	3	MCOM 312
	3	MUSI 327[3]
	3	GAME 260[2]
	1	Elective
Semester Total: 16		

✓	s.h.	Spring
	3	FNDN 201
	3	RELS 112
	3	GAME 322
	3	GAME 391
	3	GAME 471
Semester Total: 15		

YEAR 4

✓	s.h.	Fall
	3	MCOM 281[1]
	3	GAME 321
	3	GAME 490
	3	Elective[5]
	3	Elective[5]
Semester Total: 15		

✓	s.h.	Spring
	3	GAME 380
	3	GAME 491
	3	Elective
	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. Suggested course. Other stream electives may be chosen from: MUSI 325, 326, GAME 260, GAME 323/MUSI 358; GAME 470, any other music composition, history, or theory course; 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 you do not have sufficient background in music theory before entering TWU, you must take MUSI 110 in your first semester. If MUSI 110 is not needed, another course must be chosen to fulfill the Aesthetic & Performance Inquiry core category.

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

Ancillary Courses

Ancillary + Core Courses

Electives

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

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

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