



Game Design

Degree Awarded: Bachelor of Arts

Requirements for the Major: 42 credits plus 12-14 prerequisite credits

A major in Game Design and Interactive Analytics combines the cognitive and research skills of careful logistical thinking with the aesthetic and stylistic abilities required for the expression of creativity. While this degree is representative of liberal arts, and an ideal program to pursue multiple fields of graduate education, it also prepares students for the rigors of working in the game design industry. It strongly prioritizes clear communication with effective research, writing, and design skills.

Prerequisites for courses for the major:

Essential Competencies-Outcome Iterations

****Transfer courses do not receive outcome iterations****

				IL	W	O	Q	GA	V
	ARTS 104	Principles of Design II: Digital Media	3						
	ENGL 101 or ENGL 252	First Year Composition or Academic Writing	3 or 3	x x	x x				
	ENGL 111	Interpretation of Literature	3			x		x	
	MATH 095 or MATH 096 or Math Placement	Intermediate Algebra or Introductory and Intermediate Algebra	3 or 5						

These courses will not be counted in computing the GPA for the major.

Requirements for the Major:

Essential Competencies-Outcome Iterations

****Transfer courses do not receive outcome iterations****

				IL	W	O	Q	GA	V
	ARTS 199	Sophomore/Transfer Portfolio Review	0						x
	GAME 101	Introduction to Games	3						
	GAME 200	Programming for Games	3						
	ARTS 335	Motion Graphics	3						
	ARTS 375	2D/3D Digital Design	3						
	ARTS 425	Animation	3						
	ARTS 435	VR/AR Design	3						
	ARTS/ENGL 330	Visual Culture and Rhetoric	3		x			x	
	ENGL 202 or ENGL 204 or ENGL 206	Intro to Creative Writing: Poetry or Intro to Creative Writing: Creative Nonfiction or Intro to Creative Writing: Fiction	3		x x x	x x x	x x x		
	ENGL 302	Advanced Creative Writing	3						
	ENGL 329	Gender and Women's Studies	3					x	x
	GAME 205	Game Studio I	3						
	GAME 305	Game Studio II	3						
	GAME 470	Game Design Capstone	3						
	GAME 471	Game Design Capstone	3						
	ARTS 499	Senior Art and Design Exhibition	0			x			x

These courses will be counted in computing the 2.2 GPA required for this major. Students majoring in Game Design and Interactive Analytics must achieve a grade of C minus (C-) or above in all the required courses for the major in order to graduate.

Students are strongly encouraged to register for ARTS 399, BSAD 399, or CPSC 399 Internship.

All entering transfer students must submit a portfolio or writing sample for review. Additional coursework may be required for entry into the program.

This information must be used in conjunction with the 2024-2025 Grand View University Catalog and does not reflect a student's official record of progress. Students are expected to use the Progress tool found on myGVU > Tools > My Academics > 'Plan and register for courses' to monitor and plan coursework. Other available resources include: Course Planning Documents (found on myGVU under Academics and Advising Resources) and the faculty and staff who work with academic requirements.