



Game Design and Interactive Analytics

Degree Awarded: Bachelor of Arts

Requirements for the Major: 41 credits plus 19-21 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****

			CI	IL	W	O	Q	GA	V
ARTS 104	Principles of Design II: Digital Media	3							
ARTS 245	Interactive Design I	3					x		
ENGL 101 or ENGL 252	First Year Composition or Academic Writing	3 or 3	x x	x x	x x				
ENGL 111	Interpretation of Literature	3	x			x		x	
MATH 095 or MATH 096	Intermediate Algebra or Introductory and Intermediate Algebra	3 or 5							
STAT 241	Principles of Statistics	4	x				x		

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

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Essential Competencies-Outcome Iterations

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

			CI	IL	W	O	Q	GA	V
ARTS 199	Sophomore/Transfer Portfolio Review	0							x
ARTS 335	Interactive Design II	3							
ARTS 375	Interactive Design III	3							
ARTS 425	Interactive Design IV	3							
ARTS 435	Interactive Design V	3							
ARTS/ENGL 330	Visual Culture and Rhetoric	3	x		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
ENGL 345*	Writing for the Web	3			x			x	
CPSC 210	Human-Computer Interaction	3	x	x				x	
BSAD/CPSC 241	Computer Science I	3							
GAME 201	Introduction to the Theory of Play	3							
GAME 301	Theory of Play	3							
GAME 470	Game Design and Interactive Analytics Capstone	2							
GAME 471	Game Design and Interactive Analytics Capstone	2							
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.

This information must be used in conjunction with the 2020-2021 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 myView > GV Self Service when monitoring and planning coursework. Other available resources include: Course Planning Documents (found on myView under Academics) and the faculty and staff who work with academic requirements.

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.

*Please discuss course substitution with department chair, if needed.