



# Three-Year, Career Focused Bachelor of Science in Game Design

The Bachelor of Science in Game Design is a three-year, career-focused program that prepares students for entry-level positions in the game design industry. The program includes coursework in game design, programming, and business. Students will also have the opportunity to participate in internships and projects that provide hands-on experience in the field.

Upon completion of the program, graduates will be prepared to:

- Design and develop games for various platforms, including mobile, PC, and console.
- Analyze and evaluate game design concepts and prototypes.
- Collaborate with team members to create high-quality game experiences.
- Understand the business aspects of game design, including marketing and distribution.
- Apply critical thinking and problem-solving skills to game design challenges.

Students who complete the program with a grade point average (GPA) of 3.0 or higher will be eligible for the UI/U (Honors) designation. Students who complete the program with a GPA of 3.5 or higher will be eligible for the UI/U (Summa Cum Laude) designation. Students who complete the program with a GPA of 3.75 or higher will be eligible for the UI/U (Magna Cum Laude) designation.

The program is approved by the State of Ohio and is eligible for federal financial aid. For more information, please contact the Office of Admissions at (614) 293-2200.

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**Major Courses (Required)**

		<b>Credits</b>
GDES1xx1	Design Thinking & Creative Process	3
GDES1020	Design Theory and Practice	3
GDES1xx1	Vector Drawing & Image Editing	3
GDES1040	Foundations of Web Design	3
GDES1060	User Experience and Content Design I	3
GDES2000	Typography	3
GDES2030	Editorial & Publication Design	3
GDES2050	Content Management Systems	3
GDES3015	Design Team I	4
GDES3250	Brand Identity Design and Development	3
GDES2020	Motion Graphics I	3
GDES4050	Design Capstone (Portfolio)	3
IDES1xx1	Design & Innovation I (new)	3

**Major Focus**

Choose one of the areas below for a Major Focus:

**Credits**

9

**UI/UX Design**

GDES3215	Coding for Web Design
GDES3235	User Experience and Content Design II
GDES3355	Web Design & User Experience Studio Print Design

**Print Design**

GDES3210	Advanced Publication & Print
GDES3260	Package Design
GDES3270	Wayfinding & Environmental Graphics

**Applied/Experiential Learning**

Students are required to complete 600 hours of Work-Integrated Learning (WIL).

**Related Professional Studies**

DMSM1001 Introduction to Digital/Social/Mobile Media

**Credits**

3

**Arts & Sciences Core Experience**

Communications Foundations Courses  
 Integrative Learning  
 Arts and Humanities  
 Mathematics  
 Science  
 Social Sciences  
 A&S Electives

**Credits**

9

6

6

6

3

6

6

**Total Credits****90-96**