

» BACHELOR OF SCIENCE GAME ENGINEERING

Degree Structure

Program Core

Course Code	Course Name	Credit Hours
GAM101	Foundations of Interactive Design	4
CS101	Fundamentals of Computing	4
GAM125	Game Studio 1: Production Pipeline	3
CS111	Code 0	4
DAA101	Foundations of Digital Art for Production	4
GAM220	Introduction to Game Storytelling	3
CS211	Code 1	4
GAM230	Introduction to Game Engines	4
CS297	Data Structures: Introduction to efficient data storage	3
GAM200	Foundations of Interactive Sound Design	4
GAM300	Gameplay Programming	4
CS325	Algorithms: Memory and CPU Efficient Computing	3
CS221	Linux Programming Environment	3
CS341	Network Systems	3
MATH295	Discrete Mathematics	3
GAM355	Level Design for Single Player Games	3
GAM376	Game Studio 2: Interactive Design	3
MATH315	Math for Computing	3
CS360	Database Management Systems	4
GAM400	Game Portfolio	3
RWPS480	Capstone Project A	3
RWPS485	Capstone Project B	3
Total Credits		75

Recommended Elective Courses

Course Code	Course Name	Credit Hours
	Elective Course	3
	Elective Course	3
	Elective Course	3
	Elective Course	3
	Elective Course	3
Total Credits		15

Arts & Sciences (GE)

Course Code	Course Name	Credit Hours
HUM100	Disruptive Imagination	3
MATH112	College Algebra	3
ENG100	English Composition	3
MATH114	Trigonometry	3
ENG250	Speech and Oral Communication	3
HUM228	Videogames and Society	3
GENED	Written Communication 2 Choice	3
GENED	Physical Science Choice	3
GENED	300 Level GE Choice	3
HUM470	Silicon Valley Challenge	3
Total Credits		30

Program Core	75
USV Core & GE	30
Electives / PAC	15
Total Credits	120

The elective courses allow students to develop depth in a particular specialization such as Environment Artist, Technical Artist, Game Writer, etc. The tracks can be individually designed according to the student needs. Students should work with their academic advisors when selecting classes.