Computer Game Design & Development
1. Computer Science – Allows students to add more CS coursework to their curriculum and
continue mastering advanced CS concepts for use in game design/development.
Course Prerequisite(s)
CS 3

4. Media Production – Differs from Creative Content in that it covers the underlying systems

7. Planning Management – For students interested in starting their own game development
studio or looking to do indie game development/work with small teams to create games/software. Course Prerequisite(s)
Pick
3
MGT 3100 Management & Behavioral Sciences Permission of Coles 3