



BA in Games and Game Design

Sample Transfer Course Sequence/Study Abroad

School of Communications

Students should consult with their advisor to determine their plan of study.

Students must take 128 credit hours to graduate with an average of 16 credit hours per semester.

Students with an Associate in Arts (A.A.) from a regionally accredited institution will have fulfilled all of Webster University's general education requirements.

Course	Year 1		Year 2		Total
	FA	SP	FA	SP	
Major Coursework					
AUDI 1000 - Audio Production for Non-Majors	3				3
ART 1110 – Intro to Drawing	3		S		3
ANIM 3030 Visual Storytelling		3	T		3
ANIM 1020 - 3D Animation Production: Core Concepts		3	U D		3
GAME 2000 - Intro to Video Game Theory and Design	3		Y		3
GAME 2500 - Traditional Game Design		3	A		3
SOCI 2650 - Games and Society			B	3	3
SCPT 3500 – Scriptwriting for Film		3	R		3
GAME 3000 - Game Design I		3	O		3
GAME 3500 - Video Game History	3		A		3
GAME 3650 - World Design			D	3	3
GAME 4000 - Level Design		3			3
GAME 4500 - Game Design II				3	3
GAME 4600 - Video Game Production				3	3
GAME 4620—Senior Overview/MEDC 4950—Internship				3	3
In-Major Electives	6			3	9
Total Credits for Major					54
University Coursework					
GCP Courses					-
KEYS 4xxx – Keystone Course			3		3
General In-major elective (maybe in Major)			9		9
Total Credits Per Semester	18	18	12 (over by 2 cr for SA)	18	66 (128 total credit hours including transfer hours)