Student Name:	ID #
Advisor Name:	Anticipated Graduation Date:

GAME DEVELOPMENT MAJOR: SOFTWARE DEVEOPMENT STREAM CHECKLIST (122 s.h.)

2024-25 Academic Calendar

	ersily Core Require		F Knowing — Core Requireme re modified for students who transfer in with 57 s.h.			dit. See z	A <u>cademic Calendar</u> for details.			
✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES			
FOU	NDATIONAL I	INQUI	RIES (28 sem. hrs.)		Academic Writi	ng Requ	uirement ¹			
Acad	demic Research	1 & WI	riting	WA	YS OF KNOWI	NG (15	5 sem. hrs.)			
	ENGL	3	Choose two of ENGL 101, 102, 103, 104.	In addition to the courses on the left, students must take an additional 15 sem. hrs. from						
	ENGL	3	Choose two of ENGL 101, 102, 103, 104.	each of the following categories, 9 s.h. of which must be from outside of the student's major.						
Four	ndations			Aesthetic & Performance Inquiry						
	FNDN 101	1	Compulsory during the first semester of the first year for all new students unless they have a minimum 24 sem. hrs. initial transfer credit.			3	Choose 3 sem. hrs. from the Aesthetic & Performance Inquiry category on page two.			
	FNDN 102	3	Normally taken before year three.	Cultural & Linguistic Inquiry						
	FNDN 201	3				3	Choose 3 sem. hrs. from the Cultural & Linguistic Inquiry category on page two.			
Logi	cal & Ethical Re	easonii	ng	Experiential & Embodied Inquiry						
	PHIL	3	Choose one of PHIL 100, 103, 105, 106, 109, or 210.			3	Choose 3 sem. hrs. from the Experiential & Embodied Inquiry category on page two.			
Relig	gious & Spiritua	al Thou	ight .	Historical & Archival Inquiry						
	RELS	3	Choose RELS 110 or 160. Recommended in 1st semester of the 1st year.			3	Choose 3 sem. hrs. from the Historical & Archival Inquiry category on page two.			
	RELS 111	3		Quantitative & Computational Inquiry						
	RELS 112	3			**	**	Satisfied by CMPT 140.			
Scie	ntific Method 8	& Lab A	Research	Social & Global Inquiry						
		3	Choose one of BIOL 103/196, 104/197, 113/198, 114/199, 216, 241, 262, CHEM 101, 103/198, 111/198; GENV 109, 121, 262; GEOL 109; PHYS 111.			3	Choose 3 sem. hrs. from the Social & Global Inquiry category on page two.			

'Academic Writing Requirement: students must take WRTG 100 (native English speakers) or WRTG 101 (non-native English speakers) in their first semester at TWU, unless exempt at the time of admission to the University. WRTG course credit may be included toward a degree program as elective credit.

NOTES:

- A total of 122 s.h. of credit, including a minimum of 42 s.h. of upper-level credit (24 s.h. in the major) is required to complete this degree. Students must have a minimum overall (cumulative) GPA of 2.0 to graduate.
- You must complete an <u>Application for Graduation</u> via the Student Portal and <u>submit a copy of your filled in program checklist(s)</u> (i.e. this document) to the Office of the Registrar by April 30 of the year prior to your completion. For more information on the graduation process, please visit <u>twu.ca/graduation</u>.

This program is offered under the written consent of the Minister of Advanced Education effective June 5, 2019, having undergone a quality assessment process and been found to meet the criteria established by the minister. Nevertheless, prospective students are responsible for satisfying themselves that the program and the degree will be appropriate to their needs (for example, acceptable to potential employers, professional licensing bodies, or other educational institutions).

THIS CHECKLIST IS INTENDED TO ASSIST STUDENTS AND ADVISORS IN ENSURING THAT ALL REQUIREMENTS ARE MET. IT IS THE RESPONSIBILITY OF THE STUDENT TO MEET ALL REQUIREMENTS.

И	ays of Knov	ving: C	Categories							
Aes	sthetic & Performan	ce Inquiry	ART 181, 182, 250; ENGL 207, 208, 310; HKIN 342; MCOM 211, 221, 231, 369; MUSI 110; PHIL 370; SAMC 111, 370; THTR 130, 161; any Music Ensembles; any Music (MUSA) Private Lessons. ANTH 210, 395; EDUC 496; ENGL 334, 340, 482; GREE 235; HEBR 245; HIST 237; IDIS 201; POLS 237; RELS 235, 245; SOCI 395; any World Languages & Cultures course (CHIN, FREN, JAPA, RUSS, SPAN).							
Cul	ltural & Linguistic In	quiry								
Experiential & Embodied Inquiry			ART 305, 306, 307; BIOL 316, 318, 362, 364, 409, 410; BIOT 200, 300, 400, 409, 410; BUSI 395, 396, 49x; CHEM 409, 410; CMPT 409, 410; EDUC 302, 303, 402, 403; GENV 131, 316, 318, 372, 373, 374, 375, 409, 410; HIST 310, 315, 316; HKIN 201, 202, 216, 235, 266, 336, 355, 455, 456, 457, 458, 459, 460; LING 398, 399; MATH 409, 410; MCOM 281, 391, 392, 393; NURS 213; POLS 395, 396; PSYC 322, 497, 498; SOCI 320, 411, 420; THTR 101, 102, 151, 152, 153, 154, 175, 210, 301, 302, 351, 352, 353, 354; any 1 sem. hr. HKIN Activity course; any Travel Study.							
His	storical & Archival Ir	nquiry	ART 237, 238; ECON 306; GENV 312; HIST 107, 108, 135, 306, 339, 391; MUSI 131, 132; NURS 230; PHIL 203, 314, 421; POLS 391; PSYC 408; RELS 320, 351, 352, 475; SAMC 112; SOCI 391; THTR 331, 332.							
Soc	cial & Global Inquir	у		227; PHIL 20			1, 212, 322, 354; LING 101, 210, 302; MCOM 111, , 211, 310, 312, 320, 493; PSYC 399; RELS 271,			
2.	Required	Game	Development Courses (2	7 s.h.)						
✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES			
	GAME 110	3			GAME 391					
	GAME 160	3			GAME 490					
	GAME 290	3			GAME 491					
	GAME 380	3			MCOM 312					
	GAME 390	3								
3.	Required	Music	+ Sound Stream Courses	(33 s.h	.)					
✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES			
	CMPT 140	3			CMPT 360	3				
	CMPT 150	3			CMPT 385	3				
	CMPT 166	3			GAME 350	3				
	CMPT 231	3			GAME 351	3				
	CMPT 339	3				. 3	Choose from ART 250 or GAME 140.			
	CMPT 340	3								
4	Stream El	ective	Courses (3 s.h.)							
٠.	-	S.H.	NOTES							
	COURSE	J					rom another Game Development Stream, GAME 380			
✓	COURSE	3	Choose from CMPT 325, CMPT 370, CMPT (NB: a max of 6 sem. hrs. GAME 380 practic			-	ioni anomei Game Bevelopinem oneam, Gyaviz 30.			
√		3	(NB: a max of 6 sem. hrs. GAME 380 practic			-	om anomici Game Borelopmeni Greatil, 67 the 66			
√ Stuc	Elective C	3 Course:	(NB: a max of 6 sem. hrs. GAME 380 practions (16 s.h.) required, to take elective classes that contribute	cum may be a	pplied to the major).				
√ Stuce	Elective C	3 Course:	(NB: a max of 6 sem. hrs. GAME 380 practions (16 s.h.)	cum may be a	pplied to the major).	ose to take a concentration or a minor, please attact			
5. Stud	Elective C	3 Ourse: ed, but not htration/min	(NB: a max of 6 sem. hrs. GAME 380 practions (16 s.h.) required, to take elective classes that contribution checklist available at twu.ca/advising.	cum may be a	pplied to the major	If you cho	ose to take a concentration or a minor, please attact			
5.	Elective C	3 Ourse: ed, but not htration/min	(NB: a max of 6 sem. hrs. GAME 380 practions (16 s.h.) required, to take elective classes that contribution checklist available at twu.ca/advising.	cum may be a	pplied to the major	If you cho	ose to take a concentration or a minor, please attac			

		YEAR 1			YEAR 2				YEAR 3			YEAR 4
✓	s.h.	Fall	✓	s.h.	Fall		✓	s.h.	Fall	✓	s.h.	Fall
	1	FNDN 101		3	RELS 111			3	SAMC 112 ¹		3	GAME 49
	3	RELS 110 or 160		3	FREN 101 ¹			3	GAME 390		3	CMPT 33
	3	ENGL 103		3	MCOM 281 ¹	_		3	MCOM 312		3	CMPT 38
	3	GAME 110		3	GAME 350			3	GAME 351		3	Elective
	3	CMPT 140		3	CMPT 231			3	GAME 260 ²		3	Elective
	3	CMPT 150						1	Elective			
S	emeste	r Total: 16		Semeste	er Total: 15		Se	emeste	r Total: 16	:	Semeste	er Total: 15
		YEAR 1			YEAR 2				YEAR 3			YEAR 4
✓	s.h.	Spring	✓	s.h.	Spring		✓	s.h.	Spring	✓	s.h.	Spring
	3	PHIL 105 ¹		3	FNDN 102			3				
								3	FNDN 201		3	GAME 38
	3	ENGL 104		3	MCOM 111 ¹	_		3	FNDN 201 RELS 112		3	
	3	ENGL 104 GAME 160		3		_						GAME 49
					MCOM 111 ¹	_		3	RELS 112		3	GAME 49
	3	GAME 160		3	MCOM 111 ¹ GENV 121 ¹	_		3	RELS 112 GAME 391		3	GAME 49 Elective Elective
	3	GAME 160 CMPT 166 GAME 140 or		3	MCOM 111 ¹ GENV 121 ¹ GAME 290	_		3 3	RELS 112 GAME 391 CMPT 340		3 3	GAME 49 Elective

COURSE LEGEND

Core Courses

1. Suggested Core course.

Core electives should be chosen as follows:

ONE Logical & Ethical Reasoning

ONE Scientific Method & Lab Research

ONE Aesthetic & Performance Inquiry

ONE Cultural & Linguistic Inquiry

ONE Quantitative & Computational Inquiry

Major Courses

 Other stream electives may be chosen from: CMPT 325, CMPT 370, CMPT 386, GAME 260, GAME 470; any course from another Game Development stream; GAME 380 (a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).

Major + Core Courses

 If GAME 140 is chosen here, another course is needed to fulfill the Aesthetic & Performance Inquiry core requirement.

Ancillary Courses

Ancillary + Core Courses

Electives

4. Choose a 300- or 400-level elective.

Summer Sessions are encouraged to reduce semester load and/or repeat courses.

This is an example of what a 4-year degree plan might look like. It is not the official program checklist. In the case of any discrepancy between this program plan and the checklist, the checklist shall prevail. It is the student's responsibility to ensure they complete all program requirements as laid out in the approved checklist.