Student Name: _____   ID#: _____

Advisor Name: _____   Anticipated Graduation Date: _____

SAMC
SCHOOL OF THE ARTS, MEDIA + CULTURE

GAME DEVELOPMENT MAJOR
GAME DESIGN STREAM CHECKLIST (122 s.h.)
2022-23 Academic Calendar

THIS CHECKLIST IS INTENDED TO ASSIST STUDENTS AND ADVISORS IN ENSURING THAT ALL MINOR REQUIREMENTS ARE MET. IT IS THE RESPONSIBILITY OF THE **STUDENT** TO ENSURE THAT ALL REQUIREMENTS FOR THE GRANTING OF A DEGREE HAVE BEEN MET.

1. Inquiry: Ways of Knowing - Core Requirements (37 s.h.*)

**University Core Requirements are modified for students who transfer in with 57 s.h. or more of credit. See Academic Calendar for details (twu.ca/calendar)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
FOUNDATIONAL INQUIRIES (28 sem. hrs.)				☐	Academic Writing Requirement [2]		
Academic Research & Writing				**WAYS OF KNOWING (9 sem. hrs.)**			
☐	ENGL _____	3	Choose 2 courses (6 sem. hrs.) from ENGL 101, 102, 103, 104.	In addition to the courses on the left, students must take an additional 18 sem. hrs., selecting 3 sem. hrs. from each of the following six categories. *At least 9 sem. hrs. must be from outside of the student's major.*			
☐	ENGL _____	3					
Foundations				*Aesthetic & Performance Inquiry*			
☐	FNDN 101	1	Compulsory during the first semester of the first year.[1]	☐	_____	3	Choose 3 sem. hrs. from the Aesthetic & Performance Inquiry category below.
☐	FNDN 102	3	Normally taken before year 3.	*Cultural & Linguistic Inquiry*			
☐	FNDN 201	3		☐	_____	3	Choose 3 sem. hrs. from the Cultural & Linguistic Inquiry category below.
Logical & Ethical Reasoning				*Experiential & Embodied Inquiry*			
☐	PHIL _____	3	Choose one of PHIL 100, 103, 105, 106, 109 or 210.	**	**	**	Satisfied by Program Requirements.
Religious & Spiritual Thought				*Historical & Archival Inquiry*			
☐	RELS 110	3	Compulsory during the first semester of the first year.	**	**	**	Satisfied by Program Requirements.
☐	RELS 111	3		*Quantitative & Computational Inquiry*			
☐	RELS 112	3		☐	_____	3	Choose 3 sem. hrs. from the Quantitative & Computational Inquiry category below.
Scientific Method & Lab Research				*Social & Global Inquiry*			
☐	_____	3	Choose one of BIOL 103, 104, 113/198, 114/199, 216, 241, 262; CHEM 101, 103/198, 111/198; GENV 109, 121, 262; GEOL 109; PHYS 111.	**	**	**	Satisfied by Program Requirements.

[1] FNDN 101 is compulsory during the first semester of the first year for all new students unless they have a minimum 24 sem. hrs. initial transfer credit.
[2] **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.

Aesthetic & Performance Inquiry
Choose 3 semester hours from: ART 181, 182, 250; ENGL 207, 208, 310; HKIN 216, 342; MCOM 211, 221, 231, 369; MUSI 110; PHIL 370; SAMC 111, 370; THTR 130, 161; any Music Ensembles; any Music Lessons.

Cultural & Linguistic Inquiry
Choose 3 semester hours from: ANTH 210, 395; EDUC 496; ENGL 240, 334, 482; GREE 235; HEBR 245; HIST 237; IDIS 201; POLS 237; RELS 235, 245; SOCI 395; any World Languages & Cultures course (CHIN, FREN, GERM, JAPA, RUSS, SPAN).

Quantitative & Computational Inquiry
Choose 3 semester hours from: BUSI 176, 275; CHEM 104, 112; CMPT 140; DATA 100; ECON 176, 275; GENV 282, 382, 383; MATH 102, 108, 123, 150, 190, 191; PHYS 112; PSYC 207; SOCI 207; SOCS 305.

2. Required Game Development Courses (27 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
☐	GAME 110	3		☐	GAME 391	3	
☐	GAME 160	3		☐	GAME 490	3	
☐	GAME 290	3		☐	GAME 491	3	
☐	GAME 380	3		☐	MCOM 312	3	
☐	GAME 390	3					

3. Required Game + Design Stream Courses (21 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
☐	GAME 140	3		☐	GAME 471	3	
☐	GAME 240	3		☐	MCOM 351	3	
☐	GAME 340	3		☐	_____	3	Choose from CMPT 140 or BUSI 111.
☐	GAME 470	3					

4. Stream Elective Courses (15 s.h.)

✓	COURSE	S.H.	NOTES
☐	_____	3	
☐	_____	3	Stream Electives may be chosen from the following: ART 150, MCOM 252, 272, 361, GAME 260, 341, ENGL 207 or 208, BUSI 121, 176, 245, 280; any course from another Game Development stream; GAME 380. (NB. a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).
☐	_____	3	
☐	_____	3	
☐	_____	3	

5. Ancillary Requirements (9 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
☐	MCOM 111	3		☐	SAMC 112	3	
☐	MCOM 281	3					

6. Elective Courses (13 s.h.)

STUDENTS ARE ENCOURAGED, BUT NOT REQUIRED, TO TAKE ELECTIVE CLASSES THAT CONTRIBUTE TO A CONCENTRATION OR A MINOR. IF YOU CHOOSE TO TAKE A CONCENTRATION OR A MINOR, PLEASE ATTACH THE APPROPRIATE CONCENTRATION/MINOR CHECKLIST AVAILABLE AT twu.ca/advising. ALTERNATIVELY, STUDENTS MAY FULFILL ELECTIVE CREDITS WITH ADDITIONAL COURSES FROM THEIR AREA OF STUDY.

✓	SUBJECT	COURSE #	S.H.	NOTES	✓	SUBJECT	COURSE #	S.H.	NOTES
☐					☐				
☐					☐				
☐					☐				

> **NOTE**: 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 for graduation. A minimum overall (cumulative) GPA of 2.00 is required for graduation.

> **NOTE**: In order to be eligible for graduation you must complete an Application for Graduation via the Student Portal and submit a completed checklist to the Office of the Registrar by April 30 of the year prior to your completion (there is no fee to apply for graduation). Once your complete application has been received, a degree audit will be completed for you. This audit will confirm which courses are still outstanding in order for you to complete your degree.

This program is offered under the written consent of the Minister of Advanced Education, Skills and Training 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).