

Student Name: _____ ID # _____

Advisor Name: _____ Anticipated Graduation Date: _____

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

2025-26 Academic Calendar

1. Inquiry: Ways of Knowing – Core Requirements (40 s.h.*)

**University Core Requirements are modified for students who transfer in with 57 s.h. or more of initial transfer credit. See [Academic Calendar](#) for details.*

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
FOUNDATIONAL INQUIRIES (28 sem. hrs.)				Academic Writing Requirement ¹			
Academic Research & Writing				WAYS OF KNOWING (12 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 12 sem. hrs. from each of the following categories, 9 s.h. of which 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 for all new students unless they have a minimum 24 sem. hrs. initial transfer credit.		**	**	Satisfied by ART 181.
	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 below.
Logical & Ethical Reasoning				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 below.
Religious & Spiritual Thought				Historical & Archival Inquiry			
	RELS _____	3	Choose RELS 110 or 160. Recommended in 1st semester of the 1st year.		**	**	Satisfied by SAMC 112.
	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 103/196, 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 below.

¹Academic 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.

Ways of Knowing: Categories

Cultural & Linguistic Inquiry	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).
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; any CCCU Global Ed course; any Au Sable course.
Quantitative & Computational Inquiry	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, 383; STAT 102, 108.
Social & Global Inquiry	ANTH 101, 302; BUSI 311; ECON 311, 354; EDUC 345, 365; ENGL 348; GENV 111, 212, 322, 354; HKIN 325; LING 101, 210, 302; MCOM 111, 171, 251, 313, 315, 317, 372, 491; NURS 227; PHIL 208, 220, 310, 320; POLS 101, 211, 310, 312, 320, 493; PSYC 399; RELS 271, 272, 285, 381, 384, 386, 476; SOCI 101; THTR 348.

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 Art Stream Courses (30 s.h.)

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
	ART 181	3			GAME 232	3	
	ART 182	3			GAME 331	3	
	ART 211	3			GAME 470	3	
	ART 250	3			GAME 471	3	
	GAME 231	3			_____	3	Choose from CMPT 140 or BUSI 111.

4. Stream Elective Courses (6 s.h.)

✓	COURSE	S.H.	NOTES
		3	Stream Electives may be chosen from the following: ART 150, 230, 310, 330, 361, 362, 363, 364, 390, 451, any ART History course; GAME 260, 332; 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	

5. Ancillary Requirements (3 s.h.)

✓	COURSE	S.H.	NOTES
	SAMC 112	3	

6. Elective Courses (16 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.

✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES

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 [Application for Graduation](#) via the Student Portal and [submit a copy of your filled in program checklist\(s\)](#) (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 twu.ca/graduation.

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.

YEAR 1			YEAR 2			YEAR 3			YEAR 4		
✓	s.h.	Fall	✓	s.h.	Fall	✓	s.h.	Fall	✓	s.h.	Fall
	1	FNDN 101		3	FREN 101 ¹		3	FNDN 201		3	GAME 490
	3	RELS 110 or 160		3	ART 211		3	RELS 112		3	ART 361 ²
	3	ENGL 103		3	GAME 231		3	GAME 390		3	Elective ⁴
	3	PHIL 105 ¹		3	SAMC 112		3	GAME 470		3	Elective ⁴
	3	ART 181		3	CMPT 140 or BUSI 111 ³		3	MCOM 312		3	Elective
	3	GAME 110					1	Elective			
Semester Total: 16			Semester Total: 15			Semester Total: 16			Semester Total: 15		
YEAR 1			YEAR 2			YEAR 3			YEAR 4		
✓	s.h.	Spring	✓	s.h.	Spring	✓	s.h.	Spring	✓	s.h.	Spring
	3	RELS 111		3	FNDN 102		3	MCOM 111 ¹		3	GAME 380
	3	ENGL 104		3	GENV 121 ¹		3	GAME 232		3	GAME 471
	3	GAME 160		3	MCOM 281 ¹		3	GAME 331		3	GAME 491
	3	ART 182		3	GAME 290		3	GAME 391		3	Elective
	3	ART 250		3	GAME 332 ²		3	Elective			
Semester Total: 15			Semester Total: 15			Semester Total: 15			Semester Total: 12		

COURSE LEGEND

Core Courses

- 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

- Suggested course. Other stream electives may be chosen from:
ART 150, 230, 310, 330, 361, 362, 363, 364, 390, 451, any
ART History course; GAME 260, 332 ; 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 BUSI 111 is chosen here, another course is needed to fulfill the
Quantitative & Computational Inquiry core requirement.

Ancillary Courses

Ancillary + Core Courses

Electives

- Choose a 300- or 400-level elective.

Summer Sessions are encouraged to reduce semester load and/or

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.