

Student Name: _____ ID # _____

Advisor Name: _____ Anticipated Graduation Date: _____

GAME DEVELOPMENT MAJOR: SOFTWARE DEVELOPMENT STREAM CHECKLIST (122 s.h.) 2025-26 Academic Calendar

1. Inquiry: Ways of Knowing – Core Requirements (43 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 (15 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 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. | | | 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. |
| 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 on page two. |
| Religious & Spiritual Thought | | | | 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. |
| 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 on page two. |

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.

¹**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 [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.

April 2025

Ways of Knowing: Categories

| | |
|--|--|
| Aesthetic & Performance Inquiry | ART 181, 182, 230, 250, 280; 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. |
| 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. |
| Historical & Archival Inquiry | 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. |
| 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 | | |
| | GAME 160 | 3 | | | GAME 490 | | |
| | GAME 290 | 3 | | | GAME 491 | | |
| | GAME 380 | 3 | | | MCOM 312 | | |
| | GAME 390 | 3 | | | | | |

3. Required Software Development 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 Elective Courses (3 s.h.)

| ✓ | COURSE | S.H. | NOTES |
|---|--------|------|---|
| | | 3 | Choose from CMPT 325, CMPT 370, CMPT 386, GAME 260, GAME 470, 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). |

5. 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 |
|---|--------|------|-------|---|--------|------|-------|
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

| 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 490 |
| | 3 | RELS 110 or 160 | | 3 | FREN 101 ¹ | | 3 | GAME 260 ² | | 3 | CMPT 339 |
| | 3 | ENGL 103 | | 3 | MCOM 281 ¹ | | 3 | GAME 390 | | 3 | Elective |
| | 3 | GAME 110 | | 3 | GENV 121 ¹ | | 3 | MCOM 312 | | 3 | Elective ⁴ |
| | 3 | CMPT 140 | | 3 | CMPT 231 | | 3 | CMPT 385 | | 3 | Elective ⁴ |
| | 3 | CMPT 150 | | | | | | | | | |
| Semester Total: 16 | | | Semester Total: 15 | | | Semester Total: 15 | | | Semester 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 | FNDN 201 | | 3 | GAME 380 |
| | 3 | ENGL 104 | | 3 | MCOM 111 ¹ | | 3 | RELS 112 | | 3 | GAME 491 |
| | 3 | GAME 160 | | 3 | GAME 290 | | 3 | GAME 391 | | 3 | Elective |
| | 3 | CMPT 166 | | 3 | GAME 351 | | 3 | GAME 350 | | 3 | Elective |
| | 3 | GAME 140 or ART 250 ³ | | 3 | CMPT 360 | | 3 | CMPT 340 | | 3 | Elective |
| | | | | | | | | | | | |
| Semester Total: 15 | | | Semester Total: 15 | | | Semester Total: 15 | | | Semester Total: 15 | | |

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

- 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

- 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.

