

Student Name: _____ ID # _____

Advisor Name: _____ Anticipated Graduation Date: _____

GAME DEVELOPMENT MINOR/CONCENTRATION CHECKLIST (24/30 s.h.) 2025-26 Academic Calendar

Minor (24 s.h.)							
✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
	GAME 110	3			MCOM 312	3	
	GAME 290	3				3	Developmental Skills; Choose 9 s.h. from the list below.
	GAME 390	3				3	
	GAME 391	3				3	

Concentration (30 s.h.)							
✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
	GAME 110	3				3	Developmental Skills; Choose 15 s.h. from the list below. Note: Concentration students are strongly encouraged to take GAME 490/491.
	GAME 290	3				3	
	GAME 390	3				3	
	GAME 391	3				3	
	MCOM 312	3				3	

Recommended:

Game Art stream: ART 181, 182, 211, 250, 310, 361, 362, 363, 364; GAME 231, 232, 331, 332.

Game Design stream: GAME 140, 240, 340, 341; ENGL 207, 208.

Music & Sound Design stream: MUSI 225, 226, 340, 341, any other music composition course; GAME 320, 321, 322, 323.

Software Development stream: CMPT 140, 150, 166, 231, 339, 340, 360, 370, 385; GAME 350, 351.

Other Game Development courses: GAME 160, 260, 380, 470, 471.

Optional:

Game Art stream: ART 150, 230, 330, 390, 451, any ART History course.

Game Design stream: MCOM 252, 272, 361; BUSI 111, 121, 176, 245, 280.

Music & Sound Design stream: MUSI 325, 326, any other music history or theory course.

Software Development stream: CMPT 325, 386.

NOTES:

- A total of 24 s.h., including a minimum of 12 s.h. of upper-level credit is required to complete a Minor, and a total of 30 s.h., including a minimum of 12 s.h. of upper-level credit is required to complete a Concentration. Students must have a minimum overall (cumulative) GPA of 2.0.
- 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 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.

Concentration in *Game Development* - 4 Year Plan

2025-2029

		YEAR 1		YEAR 2		YEAR 3		YEAR 4	
✓	s.h.	Fall		Fall		Fall		Fall	
	3	GAME 110		GAME ²		GAME 390		GAME ⁵	
						MCOM 312			
						GAME ³			
		Semester Total: 3		Semester Total: 0 - 3		Semester Total: 9		Semester Total: 0 - 3	
		YEAR 1		YEAR 2		YEAR 3		YEAR 4	
✓	s.h.	Spring		Spring		Spring		Spring	
	3	GAME ¹		GAME 290		GAME 391		GAME ⁶	
						GAME ⁴			
		Semester Total: 0 - 3		Semester Total: 3		Semester Total: 3 - 6		Semester Total: 0 - 3	

COURSE LEGEND

	Core Courses
	Required Courses
	Required + Core Courses
	Ancillary Courses
	Ancillary + Core Courses
	Electives

- A total of 15 s.h. of Developmental Skills courses are required. Some options are below. See program checklist for full list.
1. Recommended: GAME 140, 160, CMPT 140, or ART 250.
 2. Recommended: GAME 231 or MUSI 340.
 3. Recommended: GAME 260, 320, 340, 350, 470.
 4. Recommended: GAME 331, 350.
 5. Recommended: GAME 240, 351, 490.
 6. Recommended: GAME 471, 491.

Summer Sessions are encouraged to reduce workload and/or retake 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.