

Student Name: \_\_\_\_\_ ID # \_\_\_\_\_

Advisor Name: \_\_\_\_\_ Anticipated Graduation Date: \_\_\_\_\_

## GAME DEVELOPMENT MAJOR CHECKLIST: ALL STREAMS (122 s.h.) 2026-27 Academic Calendar

<b>1. Inquiry: Ways of Knowing – Core Requirements (40 s.h.*)</b>							
*University Core Requirements are modified for students who transfer in with 57 s.h. or more of initial transfer credit. See <a href="#">Academic Calendar</a> for details.							
	COURSE	S.H.	NOTES		COURSE	S.H.	NOTES
	<b>FOUNDATIONAL INQUIRIES (28 sem. hrs.)</b>				Academic Writing Requirement <sup>1</sup>		
	<i>Academic Research &amp; Writing</i>				<b>WAYS OF KNOWING (12 sem. hrs.)</b>		
	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					
	<i>Foundations</i>				<i>Aesthetic &amp; Performance Inquiry</i>		
	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. *May be satisfied by program requirement of ART 181 or 250.
	FNDN 102	3	Normally taken before year three.		<i>Cultural &amp; Linguistic Inquiry</i>		
	FNDN 201	3				3	Choose 3 sem. hrs. from the Cultural & Linguistic Inquiry category.
	<i>Logical &amp; Ethical Reasoning</i>				<i>Experiential &amp; Embodied Inquiry</i>		
	PHIL _____	3	Choose one of PHIL 100, 103, 105, 106, 109, or 210.			3	Choose 3 sem. hrs. from the Experiential & Embodied Inquiry category. *May be satisfied by program requirement of MCOM 281.
	<i>Religious &amp; Spiritual Thought</i>				<i>Historical &amp; Archival Inquiry</i>		
	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. *May be satisfied by program requirement of SAMC 112.
	RELS 111	3			<i>Quantitative &amp; Computational Inquiry</i>		
	RELS 112	3				3	Choose 3 sem. hrs. from the Quantitative & Computational Inquiry category below. *May be satisfied by program requirement of CMPT 140.
	<i>Scientific Method &amp; Lab Research</i>				<i>Social &amp; Global Inquiry</i>		
		3	Choose one of BIOL 103/196, 104/197, 113/198, 114/199, 216, 241, 242, 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. *May be satisfied by program requirement of MCOM 111.
<sup>1</sup> <b>Academic Writing Requirement:</b> 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.							

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.

## Ways of Knowing: Categories

<b>Aesthetic &amp; Performance Inquiry</b>	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.
<b>Cultural &amp; Linguistic Inquiry</b>	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).
<b>Experiential &amp; Embodied Inquiry</b>	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.
<b>Historical &amp; Archival Inquiry</b>	ART 237, 238; ECON 306; GENV 312; HIST 107, 108, 135, 306, 339, 391; LDRS 302; 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.
<b>Quantitative &amp; Computational Inquiry</b>	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.
<b>Social &amp; Global Inquiry</b>	ANTH 101, 220, 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, 220; THTR 348.

## 2. Required Game Development Courses – ALL Streams (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 _____	3	GAME 380 or 381.		MCOM 312		
	GAME 390	3					

## 3. Stream Courses – Choose your stream below.

### Game Art Stream (42 s.h.)

#### Required 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.

#### Electives (9 s.h.)

		3	Choose 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.			3	Choose from list on left.
		3		(NB: a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).			

Ancillary Requirements (3 s.h.)							
	SAMC 112	3					
<input type="checkbox"/> Game Design Stream (45 s.h.)							
Required 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					
Game Design Stream Electives (15 s.h.)							
		3	Choose from: ART 150; MCOM 252, 272, 361; GAME 260, 341, 380; ENGL 207 or 208; BUSI 121, 176, 245, 280; any course from another Game Development stream.			3	Choose from list on left.  (NB. a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).
		3				3	
		3					
Ancillary Requirements (9 s.h.)							
	MCOM 111	3			SAMC 112	3	
	MCOM 281	3					
<input type="checkbox"/> Music + Sound Design Stream (39 s.h.)							
Required Courses (27 s.h.)							
✓	COURSE	S.H.	NOTES	✓	COURSE	S.H.	NOTES
	MUSI 225	3			GAME 321	3	
	MUSI 226	3			GAME 322	3	
	MUSI 340	3			GAME 471	3	
	MUSI 341	3				3	Choose CMPT 140 or BUSI 111.
	GAME 320	3					
Music + Sound Design Stream Electives (9 s.h.)							
		3	Choose from: ART 150; MCOM 252, 272, 361; GAME 260, 341, 380; ENGL 207 or 208; BUSI 121, 176, 245, 280; any course from another Game Development stream. (NB. a max of 6 sem. hrs. GAME 380 practicum may be applied to the major).				
		3					
		3					
Ancillary Requirements (3 s.h.)							
	SAMC 112	3					
<input type="checkbox"/> Software Development Stream (36 s.h.)							
Required 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					
<b>Software Development Stream Electives (3 s.h.)</b>							
		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).				

**Co-op Stream (1 s.h.) - *The Co-op Stream is available to students by application only.***

Co-op stream is to be taken in conjunction with one of the other streams offered (above). All courses listed below are required for the Co-op stream.

	COOP 110	0			COOP 310	0	
	COOP 210	0			PREP 100	1	

#### 4. Elective Courses (13 - 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](http://twu.ca/advising).

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

**NOTES:**

- Graduation requirement: A total of at least 122 s.h of credit, including a minimum of 42 s.h. in the major, a minimum of 42 s.h. of upper-level credit (24 s.h. in the major), and a minimum cumulative GPA of 2.0 overall and in the major.
- 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 June 30 of the year prior to your completion. For more information on the graduation process, please visit [twu.ca/graduation](http://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).*

# B.A. Degree Game Development - Game Design Stream - 4 Year Plan

		YEAR 1
✓	s.h.	Fall
	1	FNDN 101
	3	RELS 110 or 160
	3	ENGL 103
	3	PHIL 105 <sup>1</sup>
	3	GENV 121 <sup>1</sup>
	3	GAME 110
Semester Total:		16

		YEAR 2
✓	s.h.	Fall
	3	GAME 231 <sup>2</sup>
	3	GAME 240
	3	GAME 341 <sup>2</sup>
	3	SAMC 112
	3	MCOM 351
Semester Total:		15

		YEAR 3
✓	s.h.	Fall
	3	GAME 260 <sup>2</sup>
	3	MCOM 312
	3	GAME 340
	3	GAME 390
	3	GAME 470
	1	Elective
Semester Total:		16

		YEAR 4
✓	s.h.	Fall
	3	FREN 101 <sup>1</sup>
	3	BUSI 245 <sup>2</sup>
	3	GAME 490
	3	Elective <sup>4</sup>
	3	Elective <sup>4</sup>
Semester Total:		15

		YEAR 1
✓	s.h.	Spring
	3	RELS 111
	3	ENGL 104
	3	GAME 140
	3	GAME 160
	3	CMPT 140 or BUSI 111 <sup>3</sup>
Semester Total:		15

		YEAR 2
✓	s.h.	Spring
	3	FNDN 102
	3	ART 250 <sup>1</sup>
	3	GAME 290
	3	MCOM 281
	3	MCOM 111
Semester Total:		15

		YEAR 3
✓	s.h.	Spring
	3	FNDN 201
	3	RELS 112
	3	GAME 391
	3	MUSI 340 <sup>2</sup>
	3	Elective
Semester Total:		15

		YEAR 4
✓	s.h.	Spring
	3	GAME 380
	3	GAME 471
	3	GAME 491
	3	Elective
	3	Elective
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: 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 (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 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.*

# B.A. Degree *Game Development - Music & Sound Design* - 4 Year Plan

		YEAR 1
✓	s.h.	Fall
	1	FNDN 101
	3	RELS 110 or 160
	3	ENGL 103
	3	PHIL 105 <sup>1</sup>
	3	GAME 110
	3	MUSI 110 <sup>3</sup>
		Semester Total: 16

		YEAR 2
✓	s.h.	Fall
	3	FREN 101 <sup>1</sup>
	3	GENV 121 <sup>1</sup>
	3	MUSI 226
	3	MUSI 340
	3	SAMC 112
		Semester Total: 15

		YEAR 3
✓	s.h.	Fall
	3	GAME 260 <sup>2</sup>
	3	GAME 320
	3	GAME 390
	3	MCOM 312
	3	Elective
	1	Elective
		Semester Total: 16

		YEAR 4
✓	s.h.	Fall
	3	MCOM 281 <sup>1</sup>
	3	GAME 322
	3	GAME 490
	3	Elective <sup>5</sup>
	3	Elective <sup>5</sup>
		Semester Total: 15

		YEAR 1
✓	s.h.	Spring
	3	RELS 111
	3	ENGL 104
	3	GAME 160
	3	MUSI 225
	3	CMPT 140 or BUSI 111 <sup>4</sup>
		Semester Total: 15

		YEAR 2
✓	s.h.	Spring
	3	FNDN 102
	3	MCOM 111
	3	GAME 140 <sup>2</sup>
	3	GAME 290
	3	MUSI 341
		Semester Total: 15

		YEAR 3
✓	s.h.	Spring
	3	FNDN 201
	3	RELS 112
	3	GAME 321
	3	GAME 391
	3	Elective
		Semester Total: 15

		YEAR 4
✓	s.h.	Spring
	3	GAME 380
	3	GAME 471
	3	GAME 491
	3	Elective
	3	Elective
		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

- Suggested course. Other stream electives may be chosen from: MUSI 325, 326, GAME 260, GAME 323/MUSI 358; GAME 470, any other music composition, history, or theory course; 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 you do not have sufficient background in music theory before entering TWU, you must take MUSI 110 in your first semester. If MUSI 110 is not needed, another course must be chosen to fulfill the Aesthetic & Performance Inquiry core category.
- 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 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.*

# B.A. Degree Game Development - Game Art Stream - 4 Year Plan

		YEAR 1
✓	s.h.	Fall
	1	FNDN 101
	3	RELS 110 or 160
	3	ENGL 103
	3	PHIL 105 <sup>1</sup>
	3	ART 181
	3	GAME 110
		Semester Total: 16

		YEAR 2
✓	s.h.	Fall
	3	FREN 101 <sup>1</sup>
	3	ART 211
	3	GAME 231
	3	SAMC 112
	3	CMPT 140 or BUSI 111 <sup>3</sup>
		Semester Total: 15

		YEAR 3
✓	s.h.	Fall
	3	FNDN 201
	3	RELS 112
	3	GAME 390
	3	GAME 470
	3	MCOM 312
	1	Elective
		Semester Total: 16

		YEAR 4
✓	s.h.	Fall
	3	GAME 490
	3	ART 361 <sup>2</sup>
	3	Elective <sup>4</sup>
	3	Elective <sup>4</sup>
	3	Elective
		Semester Total: 15

		YEAR 1
✓	s.h.	Spring
	3	RELS 111
	3	ENGL 104
	3	GAME 160
	3	ART 182
	3	ART 250
		Semester Total: 15

		YEAR 2
✓	s.h.	Spring
	3	FNDN 102
	3	GENV 121 <sup>1</sup>
	3	MCOM 281 <sup>1</sup>
	3	GAME 290
	3	GAME 332 <sup>2</sup>
		Semester Total: 15

		YEAR 3
✓	s.h.	Spring
	3	MCOM 111 <sup>1</sup>
	3	GAME 232
	3	GAME 331
	3	GAME 391
	3	Elective
		Semester Total: 15

		YEAR 4
✓	s.h.	Spring
	3	GAME 380
	3	GAME 471
	3	GAME 491
	3	Elective
		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 repeat courses.*

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# B.A. Degree *Game Development - Software Development - 4 Year Plan*

		YEAR 1
✓	s.h.	Fall
	1	FNDN 101
	3	RELS 110 or 160
	3	ENGL 103
	3	GAME 110
	3	CMPT 140
	3	CMPT 150
		Semester Total: 16

		YEAR 2
✓	s.h.	Fall
	3	RELS 111
	3	FREN 101 <sup>1</sup>
	3	MCOM 281 <sup>1</sup>
	3	GENV 121 <sup>1</sup>
	3	CMPT 231
		Semester Total: 15

		YEAR 3
✓	s.h.	Fall
	3	SAMC 112 <sup>1</sup>
	3	GAME 260 <sup>2</sup>
	3	GAME 390
	3	MCOM 312
	3	CMPT 385
		Semester Total: 15

		YEAR 4
✓	s.h.	Fall
	3	GAME 490
	3	CMPT 339
	3	Elective
	3	Elective <sup>4</sup>
	3	Elective <sup>4</sup>
		Semester Total: 15

		YEAR 1
✓	s.h.	Spring
	3	PHIL 105 <sup>1</sup>
	3	ENGL 104
	3	GAME 160
	3	CMPT 166
	3	GAME 140 or ART 250 <sup>3</sup>
		Semester Total: 15

		YEAR 2
✓	s.h.	Spring
	3	FNDN 102
	3	MCOM 111 <sup>1</sup>
	3	GAME 290
	3	GAME 351
	3	CMPT 360
		Semester Total: 15

		YEAR 3
✓	s.h.	Spring
	3	FNDN 201
	3	RELS 112
	3	GAME 391
	3	GAME 350
	3	CMPT 340
		Semester Total: 15

		YEAR 4
✓	s.h.	Spring
	3	GAME 380
	3	GAME 491
	3	Elective
	3	Elective
	3	Elective
		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.*

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