

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

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

## GAME DEVELOPMENT MINOR/CONCENTRATION CHECKLIST (24/30 s.h.) 2026-27 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. <b>Note:</b> 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 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 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 2026

# Concentration or Minor in Game Development - 4 Year Plan

Stream	YEAR 1		YEAR 2		YEAR 3		YEAR 4	
	✓	s.h.	✓	s.h.	✓	s.h.	✓	s.h.
		Fall		Fall		Fall		Fall
<input type="checkbox"/> Concentration		3	3	3	3	3	3	3
		GAME 110	GAME <sup>2</sup>	GAME 390	GAME 390	GAME 390	GAME <sup>5</sup>	GAME <sup>5</sup>
				MCOM 312	MCOM 312			
	Semester Total: 3		Semester Total: 3		Semester Total: 6		Semester Total: 3	

Stream	YEAR 1		YEAR 2		YEAR 3		YEAR 4	
	✓	s.h.	✓	s.h.	✓	s.h.	✓	s.h.
		Spring		Spring		Spring		Spring
<input type="checkbox"/> Concentration		3	3	3	3	3	3	3
		GAME <sup>1</sup>	GAME 290	GAME 391	GAME 391	GAME 391	GAME <sup>6</sup>	GAME <sup>6</sup>
				GAME <sup>4</sup>	GAME <sup>4</sup>			
<input type="checkbox"/> Minor		3	3	3	3	3		
		GAME <sup>1</sup>	GAME 290	GAME 391	GAME 391	GAME 391		
	Semester Total: 3		Semester Total: 3		Semester Total: 6 / 3		Semester Total: 3 / 0	

COURSE LEGEND	
	Core Courses
	Required Courses
	Required + Core Courses
	Ancillary Courses
	Ancillary + Core Courses
	Electives
<p>Choose a Developmental Skills course. Some options are below. See program checklist for full list. <b>Note:</b> Concentration students are strongly encouraged to take GAME 490/491.</p> <ol style="list-style-type: none"> <li>1. Recommended: GAME 140, 160, CMPT 140, or ART 250.</li> <li>2. Recommended: GAME 231 or MUSI 340.</li> <li>3. Recommended: GAME 260, 320, 340, 350, 470.</li> <li>4. Recommended: GAME 331, 350.</li> <li>5. Recommended: GAME 240, 351, 490.</li> <li>6. Recommended: GAME 471, 491.</li> </ol> <p><i>Summer Sessions are encouraged to reduce semester load and/or repeat courses.</i></p>	

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.