

# Bachelor of Science in Game Design and Development



## Prepare for an Exciting, Creative Career With a Degree in Game Design

Gaming has been integrated into how we learn, socialize, interact and gather information. Wilmington University's undergraduate game design degree program combines the skills of interactive design, video production, graphic design, 3D modeling and programming to give you the expertise to create video games for major platforms, consoles, mobile devices and simulations.



### One of the Only Game Development Degree Programs in the Region

WilmU's game design program is one of the only four-year, accredited video game design degree programs in the region. Choose from two concentrations to align your studies with your career goals: Game Art Production or Interactive Programming.



### Take Your Ideas From Inception to Completion

You'll gain an overview of the pipeline of product creation as well as an understanding of video and audio techniques, design interfaces and user experiences. On the back end, you'll learn about project management and how to market your finished product.



### Learn Video Game Development in a Hands-On Environment

Attending class in a lab environment that provides access to constantly updated, industry-standard gaming software immerses you in the leading-edge technologies necessary for success. You'll develop skills for augmented reality, virtual reality and beyond.



### Dual-Credit ADVANTAGE™ Accelerated Option

Interested in getting a head start on a master's degree? Students may be eligible to incorporate five graduate-level Digital Communication courses into this undergraduate course of study — and at the undergraduate tuition rate! These courses and their credits would apply to both the BS in Game Design and Development and the MS in Digital Communication.

Get started today at [wilmu.edu/Apply](http://wilmu.edu/Apply).



**40 courses | 120 total credits**

Finish your Game Design and Development degree faster by transferring credits.

**\$1,257**

**per course**

Cost of a typical 3-credit course.



Classes start every 8 weeks.



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**TECHNOLOGY**

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## General Education Requirements (39 Credits)

<input type="checkbox"/> CTA 210 Intro to Technology	<input type="checkbox"/> ENG 360 Creative Writing
	<input type="checkbox"/> HIS 381 Contemporary Global Issues
<input type="checkbox"/> DSN 105 Visual Communication	<input type="checkbox"/> LIT 313 Visual Approaches to Literature: The Graphic Novel <input checked="" type="checkbox"/>
<input type="checkbox"/> ECO 105 Fundamentals of Economics	<input type="checkbox"/> MAT 205 Introductory Survey of Mathematics
<input type="checkbox"/> ENG 121 English Composition I	<input type="checkbox"/> PHI 100 Introduction to Critical Thinking
<input type="checkbox"/> ENG 122 English Composition II	<input type="checkbox"/> PSY 101 Introduction to Psychology
<input type="checkbox"/> ENG 131 Public Speaking	<input type="checkbox"/> SCI 240 Concepts in Physics

## Game Design and Development Core (33 Credits)

<input type="checkbox"/> ANI 201 Fundamentals of Motion Graphics	<input type="checkbox"/> GMD 110 Intro to Game Programming
<input type="checkbox"/> ANI 321 Introduction to 3D <input checked="" type="checkbox"/>	<input type="checkbox"/> GMD 300 Advanced Game Engines: Using Unity3D <input checked="" type="checkbox"/>
<input type="checkbox"/> DSN 210 Basic Photoshop	<input type="checkbox"/> MAT 320 Finite Mathematics
<input type="checkbox"/> DSN 220 Concept Development	<input type="checkbox"/> VFP 222 Story Design Methods <input checked="" type="checkbox"/>
<input type="checkbox"/> GMD 100 Intro to Game Engines	<input type="checkbox"/> VFP 313 Aesthetics of Film <input checked="" type="checkbox"/>
<input type="checkbox"/> GMD 105 Video and Audio for Game Design	

## Game Art Production Concentration (39 credits)

<input type="checkbox"/> ANI 100 Drawing for Animation	<input type="checkbox"/> ANI 325 Character Rigging <input checked="" type="checkbox"/>
<input type="checkbox"/> ANI 200 2D Animation I <i>OR</i> <input type="checkbox"/> ANI 300 3D Animation I	<input type="checkbox"/> ANI 327 Introduction to 3D Digital Sculpting <input checked="" type="checkbox"/>
<input type="checkbox"/> ANI 310 Advanced Motion Graphics <input checked="" type="checkbox"/>	<input type="checkbox"/> ANI 400 2D Animation II <i>OR</i> <input type="checkbox"/> ANI 450 3D Animation II <input checked="" type="checkbox"/>
<input type="checkbox"/> ANI 322 3D Modeling Techniques <input checked="" type="checkbox"/>	<input type="checkbox"/> DSN 235 Vector Drawing
<input type="checkbox"/> ANI 323 3D Texture, Rendering and Lighting Techniques <input checked="" type="checkbox"/>	<input type="checkbox"/> DSN 410 Advanced Photoshop <input checked="" type="checkbox"/>
<input type="checkbox"/> ANI 324 Character Creation and Texturing <input checked="" type="checkbox"/>	<input type="checkbox"/> GMD 220 Game Art: Shaders/Engine Tech
	<input type="checkbox"/> GMD 310 Environment Creation for Games <input checked="" type="checkbox"/>

## Interactive Programming Concentration (39 credits)

<input type="checkbox"/> CSC 305 Computer Architecture <input checked="" type="checkbox"/>	<input type="checkbox"/> GMD 316 Game Player Data and Systems <input checked="" type="checkbox"/>
<input type="checkbox"/> CSC 310 Microsoft .NET I <input checked="" type="checkbox"/>	<input type="checkbox"/> GMD 410 Project Integration <input checked="" type="checkbox"/>
<input type="checkbox"/> CSC 311 Microsoft .NET II <input checked="" type="checkbox"/>	<input type="checkbox"/> GMD 420 AI in Games <input checked="" type="checkbox"/>
<input type="checkbox"/> CSC 345 Database Foundations <input checked="" type="checkbox"/>	<input type="checkbox"/> SEC 250 Operating System and Computer Systems Security <input checked="" type="checkbox"/>
<input type="checkbox"/> CSC 420 Intro to Artificial Intelligence <input checked="" type="checkbox"/>	<input type="checkbox"/> SEC 290 Introduction to Programming With Python <input checked="" type="checkbox"/>
<input type="checkbox"/> GMD 210 Advanced Game Programming	

Choose TWO courses (6 credits) from the following list:

<input type="checkbox"/> GMD 202 Soundtracks for Film, Video and Games	<input type="checkbox"/> SEC 425 Ethical Hacking
<input type="checkbox"/> GMD 203 Creating Sound Effects and Dialogue for Film, Video and Games	<input type="checkbox"/> SEC 435 Advanced Network Management
<input type="checkbox"/> SEC 235 Networks and Telecommunications	<input type="checkbox"/> SEC 440 Network Forensics
<input type="checkbox"/> SEC 410 Web and Data Security	<input type="checkbox"/> SEC 465 Cybersecurity and IoT
<input type="checkbox"/> SEC 420 Data Integrity and Disaster Recovery	



Dual-Credit  
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SAVE TIME & TUITION

You can apply selected courses (and their credits) in this degree program to a variety of WilmU certificate programs, allowing you to earn a resume-boosting certificate and your bachelor's degree simultaneously. Learn more at [wilmu.edu/DualCredit](http://wilmu.edu/DualCredit).

### Related Dual-Credit Certificates:

- 3D for Digital Media
- Esports
- Java Programming
- Web Applications Development
- Management Information Systems (*Grad*)
- Technology Project Management (*Grad*)

### Already have an associate degree?

A WilmU completion degree provides just the courses you need to earn your bachelor's degree.

Look for the  to see typical completion degree courses.

*Prerequisite and additional courses not listed here may be required.*

**Have questions? We're here to help!**  
Academic Recruiters

(302) 213-3916  
 [recruiting@wilmu.edu](mailto:recruiting@wilmu.edu)



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## Game Design and Development - No Concentration (39 credits)

<input type="checkbox"/> ANI 310	Advanced Motion Graphics	✓	<input type="checkbox"/> GMD 202	Soundtracks for Film, Video and Games	
<input type="checkbox"/> ANI 322	3D Modeling Techniques	✓	<input type="checkbox"/> GMD 203	Creating Sound Effects and Dialogue for Film, Video and Games	
<input type="checkbox"/> ANI 323	3D Texture, Rendering and Lighting Techniques	✓	<input type="checkbox"/> GMD 210	Advanced Game Programming	
<input type="checkbox"/> ANI 324	Character Creation and Texturing	✓	<input type="checkbox"/> GMD 310	Environment Creation for Games	✓
<input type="checkbox"/> ANI 325	Character Rigging	✓	<input type="checkbox"/> 3 COT Electives*		
<input type="checkbox"/> DSN 410	Advanced Photoshop	✓			

When selecting COT electives, students may choose from the following undergraduate College of Technology programs: ANI, CSC, DFM, DSN, GMD, ISM, SEC, TEC, UAV and VFP. Students with fewer than 16 credits are required to take FYE 101 as one of their electives.

## Game Design and Development Capstone Core (9 credits)

<input type="checkbox"/> GMD 401	Game Development I**	✓	<input type="checkbox"/> GMD 487	Game Design & Development Senior Project	✓
<input type="checkbox"/> GMD 405	Game Development II**	✓	<i>OR</i>		
			<input type="checkbox"/> GMD 490	Game Design and Development Internship	

\* Students with fewer than 16 transfer credits are required to take **FYE 101** as one of their electives. Students may choose from courses in the following programs to fulfill their electives: ANI, CSC, DFM, DSN, GMD, ISM SEC, TEC, UAV and VFP.

\*\* Available as a co-op.



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