



Geneva College Four-Year Plan

Degree: Game Development

These plans are meant to be used as guides for planning purposes only. The Geneva College Catalog lists official requirements students must satisfy before receiving a degree. Your academic advisor will help you create a plan that matches your academic history and goals.

YEAR 1					
FALL			SPRING		
		Credits			Credits
SSC 101	Learning & Transition	1	ENG 101	English Composition	3
COM 101 or PHI 100	Principles of Communication Critical Thinking	3	BIB 113	New Testament	3
BIB 112	Old Testament	3	HUM 103	Invitation to Humanities	3
SCS 110	Intro to Natural Science	4	CSC 102	Object-Oriented Programming	3
CSC 101	Structured Programming	3	CSC 133	Survey of Computer Science	4
Total		14	Total		16

YEAR 2					
FALL			SPRING		
		Credits			Credits
HUM 203	Making the West	3	CSC 205	HCI	3
CSC 204	Algorithms	3	PSY 201	Intro to Psych	3
CSC 206	Web Programming	3	GDM II	Content and Sys Design	3
MAT 105	Elementary Statistics	3			
GDM I	Intro to Games	3	Electives		6
Total		15	Total		15

YEAR 3					
FALL			SPRING		
		Credits			Credits
HUM 303	Perspectives: Faith...	3	BIB 300	Foundations of Chr Thought	3
Cosmos Option		3	PED 103	Fitness	1
CSC 203	Software Engineering	3	CSC 425	Operating Systems	3
CSC 427	Artificial Intelligence	3	GDM IV	C# Programming	3
GDM III	Unity 1: Working w/Unity	3	Electives		6
Total		15	Total		16

YEAR 4					
FALL			SPRING		
		Credits			Credits
POL 352	Great Issues in Politics	3	Society Group B or C		3
Society Group B or C		3	CSC 311	Cyber Ethics and Cyber Law	2
CSC 441	Project Management	3	GDM VI	Building a Game	3
CSC 485	Faithful Gaming	1			
GDM V	Unity II: Adv Unity	3			
Electives		2	Electives		6
Total		15	Total		14

Core
 Major