

BS in Technology (Game Development)

Freshman Students					
	Faith-Humanities	Business	Core Skills	Major Req	Degree Req
Fall Q1	Getting to Know Jesus - Scripture I	Intro to Products and Markets	Communication Skills I	Calculus 1	Discrete Structure for Computer Sci.
Wtr Q2	Introduction to Philosophy	Leadership & Management - Overview	Web Site Design and Build I	Calculus 2	Programming I
Spr Q3	Masterpieces of Literature, Art & Music I	Marketing Products and Services	Web Site Design and Build II	Differential Equations	Programming II
Sophomore Students					
	Faith-Humanities	Business	Major Req	Major Req	Degree Req
Sum Q1	Getting to Know Jesus - Scripture II	Business Model Strategy & Design	Physics & Chemistry I	Linear Algebra	Fundamentals of Drawing
Fall Q2	Fundamentals of Catholicism	Entrepreneurial Finance for Firms – A Primer	Survey of Videogames	Applied Probability & Statistics	Intro to Computer Animation
Wtr Q3	Masterpieces of Literature, Art & Music II	Legal Considerations for Small Bus.	Project Management	Digital Logic Lab	Global Cultures, History & Politics I
Junior Students					
	Faith-Humanities	Business	Major Req	Major Req	Degree Req
Spr Q1	Theology of the Catholic Church	Finding an Opportunity	Intellectual Property Law	3D Animation	Fundamentals of Software Design
Sum Q2	Moral Theology & Ethics	Designing a Solution	Artificial Intelligence	3D Environment Design	Computer Architecture
Fall Q3	Masterpieces of Literature, Art & Music III	Business Planning	Programming Game Engines	Operating System	Global Cultures, History & Politics II
Senior Students					
	Faith-Humanities	Business	Major Req	Major Req	Application
Wtr Q1	Catholic Social Teaching	Funding and Marketing	Visual Effects	Game Design Lab I	Software Engineering
Spr Q2	Marriage and Family	Management and Operations	Commercials	Game Design Lab II	Ubiquitous & Pervasive Computing
Sum Q3	Wonders of the Natural Sciences	Company Launch and Growth	Demo Reel & Marketing	Game Design Lab III	Global Cultures, History & Politics II