

# BS IN INTEGRATIVE STUDIES THEME IN GAME STUDIES & DESIGN ACADEMIC MAP

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FALL 1	Hrs.	SPRING 1	Hrs.
ENGL 1310	3	ENGL 1320	3
MATH 1580 or 1680	3	Life and Physical Science	3
Life and Physical Science	3	PSCI 2306	3
PSCI 2305	3	COMM 2020 (Social and Behavioral Science)	3
CSCE 1010: Discovering Computer Science (Component Area Option)	3	Component Area Option (LING 2050, MUMH 2050, or TECM 1500 recommended)	3
<i>Total hours</i>	<i>15</i>	<i>Total hours</i>	<i>15</i>

FALL 2	Hrs.	SPRING 2	Hrs.
HIST 2610	3	HIST 2620	3
ENGL 2800: Games and Play	3	MRTS 3630 Perspectives on Game Studies	3
Creative Arts: Recommend COMM 2060	3	MRTS 3615: Understanding Media Industries	3
MRTS 2210: Intro Media Arts Production	3	ENGL 3500: Narrative and Story Development for Game Writing	3
Language, Philosophy and Culture	3	Elective (can be selected from game courses)	3
<i>Total hours</i>	<i>15</i>	<i>Total hours</i>	<i>15</i>

FALL 3	Hrs.	SPRING 3	Hrs.
COMM 4320: Communication and Virtual Gaming	3	MRTS 3410: Topic - Intro to Level Design	3
MRTS 3250: Intro to Game Design	3	Culture and Critique: Choose 1 Culture Course	3
Culture and Critique: Choose 1 Critique Course	3	Design Choose 1 Course	3
Teamwork & Industry Choose 2 Course	3	Advanced Elective (can be selected from game courses)	3
Elective (can be selected from game courses)	3	Elective (can be selected from game courses)	3
<i>Total hours</i>	<i>15</i>	<i>Total hours</i>	<i>15</i>

FALL 4	Hrs.	SPRING 4	Hrs.
UCRS 4800: Internship	3	GMSD 4xxx: Game Studies Capstone (or sub)	3
Elective (can be selected from game courses)	3	Teamwork & Industry Choose 2 Course	3
Elective (can be selected from game courses)	3	Elective (can be selected from game courses)	3
Elective (can be selected from game courses)	3	Elective (can be selected from game courses)	3
Elective (can be selected from game courses)	3	Elective (can be selected from game courses)	3
<i>Total hours</i>	<i>15</i>	<i>Total hours</i>	<i>15</i>

## Course Requirements for Game Studies & Design Theme

Culture and Critique 12 hours (4 Courses)	Design 12 hours (4 Courses)	Teamwork and Industry 12 hours (4 Courses)
<p style="text-align: center;"><b>Required:</b></p> <p>ENGL 2800: Games and Play</p> <p>MRTS 3630: Perspectives on Games Studies</p> <p style="text-align: center;"><b><u>Choose 1 Critique Course from:</u></b></p> <p>MRTS 3445: Video Game Histories</p> <p>ENGL 4680: Game Narratives as Literature</p> <p>MRTS 4660: Gender &amp; Gaming</p> <p>ENGL 4430: Shakespeare</p> <p>ENGL 4665: Studies in Science Fiction</p> <p style="text-align: center;"><b><u>Choose 1 Culture Course from:</u></b></p> <p>ENGL 3920: Ethnic American Literature</p> <p>ENGL 4220: Contemporary North American Indigenous Literature</p> <p>ENGL 4650: Latinx Lit</p> <p>ENGL 4260: African American Literature</p> <p>ENGL 4245: Postcolonial Literature and Theory</p> <p>ENGL 4670: Gender and Sexuality in Literature</p> <p>COMM 4240: Rhetoric and Popular Culture</p>	<p style="text-align: center;"><b>Required:</b></p> <p>MRTS 3250: Intro to Game Design</p> <p>ENGL 3500: Beginning Game Writing Workshop</p> <p>MRTS 3410: Topic - Intro to Level Design</p> <p style="text-align: center;"><b><u>Choose 1 Courses from:</u></b></p> <p>ENGL 3140: Beginning Creative Writing: Fiction</p> <p>ENGL 3250: Intro to Game Design</p> <p>ENGL 4140: Advanced Game Writing Workshop</p> <p>MRTS 3210: Audio Production</p> <p>MRTS 3220: Video Production</p> <p>MRTS 3410: Topic – Intro to Digital Assets Creation &amp; Animation</p> <p>COMM 3260: Storytelling, Narrative, &amp; Everyday Life</p> <p>COMM 3265: Topics in Storytelling</p> <p>ANTH 4110: Design Anthropology</p> <p>MRTS 3540: Fundamentals of Motion Design</p> <p>MRTS 4740: Theories and Techniques of Visual Editing</p>	<p style="text-align: center;"><b>Required:</b></p> <p>MRTS 3615: Understanding Media Industries</p> <p>COMM 4320: Communication and Virtual Gaming</p> <p style="text-align: center;"><b><u>Choose 2 Courses from:</u></b></p> <p>COMM 3420: Communication and New Technology</p> <p>COMM 3720: Small Group Communication</p> <p>COMM 3920: Organizational Communication</p> <p>COMM 4120: Communication and Sport</p> <p>MRTS 4430: Media Management</p> <p>MRTS 4450: Topics in Media Industry Studies</p> <p>MRTS 4820: Producing and Managing Narrative Media</p>

### Other Requirements:

- CSCE 1010 Discovering Computer Science
- GMSD 4xxx: Game Studies Capstone or substitute
- 3 hours of GMSD Internship
- MRTS 2210: Intro Media Arts Production