

# Huntington University

## Guide to Typical Programs, 2023-2027

# Game Development (B.S. Degree)

## Animation Track

### Advisor:

Note that this is a "Typical Program." Actual programs will vary. See the Academic Catalog for official details.

Fall 2023			Spring 2024			Summer 2024		
<u>CS 111:</u>	<u>Intro to Computer Science</u>	3	<u>DM 178:</u>	<u>3D Computer Graphics I<sup>1</sup></u>	3			
<u>DM 102:</u>	<u>Intro to Game Theory</u>	2	<u>DM 180:</u>	<u>Graphical User Interface Design</u>	2			
<u>DM 105:</u>	<u>Tools &amp; Media Mgmt</u>	2	<u>EN 151:</u>	<u>Perspectives on Literature</u>	3			
<u>DM 150:</u>	<u>Digital Drawing &amp; Painting</u>	2	<u>EX 101:</u>	<u>Wellness for Life</u>	2			
<u>EN 121:</u>	<u>Academic Writing &amp; Research</u>	3	<u>HS 116:</u>	<u>Hist Persp on Cult &amp; Civ II</u>	3			
<u>HS 115:</u>	<u>Hist Persp on Cult &amp; Civ I</u>	3		<u>Core Curriculum Social Sci</u>	3			
<u>SS 111:</u>	<u>First-Year Seminar</u>	1						
	<b>total</b>	<b>16</b>		<b>total</b>	<b>16</b>			<b>total</b>
Fall 2024			Spring 2025			Summer 2025		
<u>DM 210:</u>	<u>Princ of Character Animation</u>	3	<u>DM 325:</u>	<u>Game Engine Integration II</u>	3			
<u>DM 225:</u>	<u>Game Engine Integration I</u>	3	<u>DM 378:</u>	<u>3D Computer Graphics III<sup>3</sup></u>	4			
<u>DM 278:</u>	<u>3D Computer Graphics II<sup>2</sup></u>	4	<u>MI 285:</u>	<u>Core Curriculum Christian Faith</u>	3			
<u>BT ____:</u>	<u>Introductory Bible</u>	3	<u>115:</u>	<u>Intro to AR/DM/MU/TH</u>	2			
	<u>Core Curriculum Social Sci</u>	3		<u>Elective</u>	3			
	<b>total</b>	<b>16</b>		<b>total</b>	<b>15</b>			<b>total</b>
Fall 2025			Spring 2026			Summer 2026		
<u>DM 371:</u>	<u>Game Development Studio I</u>	3	<u>DM 381:</u>	<u>Game Development Studio II</u>	3			
<u>DM 432:</u>	<u>Adv Motion Graphics<sup>4</sup></u>	4	<u>DM 382:</u>	<u>Visual Development<sup>3</sup></u>	4			
<u>PL____:</u>	<u>Intro to Philosophy/Ethics</u>	3	<u>DM 389:</u>	<u>Advanced Digital Studio</u>	2			
	<u>Laboratory Science</u>	4	<u>CO 215:</u>	<u>Public Speaking</u>	3			
				<u>Elective</u>	3			
	<b>total</b>	<b>14</b>		<b>total</b>	<b>15</b>			<b>total</b>
Fall 2026			Spring 2027			Summer 2027		
<u>DM 425:</u>	<u>Faith, Film &amp; Culture</u>	3	<u>DM446GD:</u>	<u>Senior Game Development II</u>	4			
<u>DM445GD:</u>	<u>Senior Game Development I</u>	4	<u>DM 453:</u>	<u>Anim Portfolio &amp; Prof Pract</u>	3			
	<u>Laboratory Science</u>	4	<u>BT____:</u>	<u>Bible Elective [300+ level]</u>	3			
	<u>Elective</u>	4		<u>Elective</u>	3			
	<b>total</b>	<b>15</b>		<b>total</b>	<b>13</b>			<b>total</b>

### NOTES:

1. May take DM 170 Intro to Motion Graphics (Spring) in place of DM 178.
2. May take DM 203 Storyboard and Concept (Fall) in place of DM 278.
3. Two courses must be taken from DM 334, 378, 382.
4. May take DM 478 3D Computer Graphics IV (Spring) in place of DM 432.

\*Indicates alternating year course.

Underlining indicates required for major.