

| Curriculum <br> GAME DESIGN AND DEVELOPMENT |  |  | Fall 2019 |  |
| :---: | :---: | :---: | :---: | :---: |
| $7{ }^{\text {th }}$ Semester | Page 2 of 2 |  | Term | Grade |
| UL LAS Elective |  | 3 |  |  |
| UL LAS Elective |  | 3 |  |  |
| SOCI 250 | Sociology to Mass Media | 3 |  |  |
| GAME 450 | Mobile Game Development | 3 |  |  |
| GMMD 420 | Animation Techniques | 3 |  |  |
| GAME 390 | GAME Capstone I | 1 |  |  |
| $8^{\text {th }}$ Semester |  |  |  |  |
| UL LAS Elective |  | 3 |  |  |
| UL LAS Elective |  | 3 |  |  |
| GMMD 330 | Web Design and Development | 3 |  |  |
| GAME 470 | Emerging Gaming Applications | 3 |  |  |
| GAME 490 | GAME Capstone II | 3 |  |  |
|  | Total: | 124 |  |  |

Certified for Graduation: $\qquad$ Advisor Signature

Date

Liberal Arts Electives:
Please refer to: http://www.canton.edu/provost/pdf/LA Electives..pdf

