GAME DESIGN MAJOR

Department: Interactive Media (https://catalog.bradley.edu/undergraduate/communications-fine-arts/interactive-media/)

Major Requirements

Code	Title	Hours
Core Requirements		
I M 110	Introduction to Game Development	3.0
I M 150	Fundamentals of Interactive Design	3.0
I M 160	Introduction to Scripting for Games	3.0
I M 180	Survey of Games	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 380	Critical Game Studies	3.0
I M 288	Game Design I	3.0
I M 289	Game Production I	3.0
I M 388	Game Design II	3.0
I M 389	Game Production II	3.0
I M 426	Interactive Media Practicum II	0.0-1.0
I M 459	Game Capstone Project I	3.0
I M 489	Game Capstone Project II	6.0
History and Theory Requirements (choose two):		**6.0**
I M 191	Comics Appreciation	
I M 243	History of Animation	
I M 344	Environmental Storytelling	
I M 355	Interactive Media Theories, Concepts, and Practices	
I M 450	Critical Issues in Interactive Media	
CFA 250	Film History	
CFA 320	Film Theory and Criticism	
CIS 300	Computers and Society	
COM 101	Survey of Communication	
COM 300	Communication Theory	
COM 386	Media, Race, & Gender	
COM 393	Small Group Communication	
HIS 352	Introduction to Digital Humanities	
Technical Elective Requirement (choose one):		**3.0**
I M 287	Game Development I	
I M 334	Level Design	
I M 387	Game Development II	
I M 488	Prototyping for Capstone	
Total Hours		**45-47**

A grade of "C" or better is required in each of the courses for graduation as a Game Design Major.

Game Design Program Outline 2025-2026

Course	Title	Hours
Semester 1		
I M 110	Introduction to Game Development	3.0
I M 180	Survey of Games	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
Bradley Core Curriculum 1		3.0
Elective		3.0
EHS 120	The University Experience	1.0
CFA 100	Intellectual and Cultural Events	1.0
	Hours	**14-15**
Semester 2		
I M 150	Fundamentals of Interactive Design	3.0
I M 160	Introduction to Scripting for Games	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 288	Game Design I	3.0
Bradley Core Curriculum 2		3.0
Elective/Minor		3.0
	Hours	**15-16**
Semester 3		
I M 226	Interactive Media Practicum I	0.0-1.0
I M 289	Game Production I	3.0
I M 380	Critical Game Studies	3.0
Bradley Core Curriculum 4		3.0
Elective/Minor		3.0
Elective/Minor		3.0
	Hours	**15-16**
Semester 4		
I M 226	Interactive Media Practicum I	0.0-1.0
I M 388	Game Design II	3.0
Bradley Core Curriculum 5		3.0
Bradley Core Curriculum 6		3.0
Elective/Minor		3.0
Elective/Minor		3.0
	Hours	**15-16**
Semester 5		
I M 389	Game Production II	3.0
I M 426	Interactive Media Practicum II	0.0-1.0
History and Theory Requirement		3.0
Bradley Core Curriculum 7		3.0
Bradley Core Curriculum 8		3.0
Elective/Minor		3.0
	Hours	**15-16**
Semester 6		
I M 426	Interactive Media Practicum II	0.0-1.0
Technical Elective		3.0
History and Theory Requirement		3.0
Bradley Core Curriculum 9		3.0
Bradley Core Curriculum 10		3.0
Elective/Minor		3.0
	Hours	**15-16**
Semester 7		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 459	Game Capstone Project I	3.0
Bradley Core Curriculum 11		3.0
Bradley Core Curriculum 12		3.0
Elective/Minor		3.0
	Hours	**12-13**
Semester 8		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 489	Game Capstone Project II	6.0
Elective/Minor		3.0
Elective/Minor		3.0
	Hours	**12-13**
	Total Hours	**113-121**