

GAME DESIGN AND INTERACTIVE MEDIA, B.A.

Course Sequence

NOTE: The course sequence table is designed by the major department and is one way that the classes will work out properly in sequence for your major. However, there are alternative or flexible ways to rotate some of the classes within the same year/level and sometimes between year levels. Please contact your major department advisor to discuss flexible alternatives in scheduling the sequence of your classes.

Taking coursework during the summer session may also be an option to accelerate your degree path.

See Core Curriculum Program section (<http://catalog.biola.edu/general-information/undergraduate-core-curriculum-program/>) for a list of approved Core Curriculum courses.

Game Design and Interactive Media, B.A.

First Year

Fall	Credits	Spring	Credits
BBST 103 or 165	3	BBST 103 or 165	3
CNMA 101	3	BBST 209 or 210	3
ENGL 100 or 112	3	CNMA 102	3
GNST 102	1	CSCI 104	3
KNES 107	1	Foreign Language (see Core Curriculum)	4
Fine Arts (see Core Curriculum)	3		
	14		16

Total Credits 30

Second Year

Fall	Credits	Spring	Credits
BBST 251	3	BBST 209 or 210	3
CNMA 308	3	CNMA 140	3
Foreign Language (see Core Curriculum)	4	CNMA 215	3
Philosophy (see Core Curriculum)	3	HIST 200, 201, or POSC 225	3
Science (see Core Curriculum)	3	Communication (see Core Curriculum)	3
	16		15

Total Credits 31

Third Year

Fall	Credits	Spring	Credits
BBST 300/400 Bible Elective	3	BBST 354	3
CNMA 325	3	CNMA 305	3
Behavioral Science (see Core Curriculum)	3	CNMA 327	3
KNES Activity (see Core Curriculum)	1	CNMA 440	3
Literature (see Core Curriculum)	3	ENGL 313	3
Writing Competency Requirement		Graduation Petition due in Registrar's Office	
	13		15

Total Credits 28

Fourth Year

Fall	Credits	Spring	Credits
BBST 365	3	BBST 300/400 Bible Elective	3
CNMA 311	3	BBST 465	3
CNMA 402	3	CNMA 401	3
ARTS/CNMA/CSCI Elective	3	CNMA 456 or 461	3
HIST 100 or 101	3	ARTS/CNMA/CSCI Elective (upper-division)	3
General Elective	1		
	16		15

Total Credits 31