

Bachelor of Science

Interdisciplinary Studies

with a Major in Game Studies and Design-Design and Criticism (BS)

Kevin Moberly, Director of Monarch Institute of Game Development & Design

The interdisciplinary studies Game Studies and Design major is for students who are interested in three specific aspects of game production and criticism (programming, designing, or studying games and game-related productions), but who are also interested in a larger understanding of the game design and development process. Students may choose a major in either Development and Criticism or Design and Criticism.

Graduates of this undergraduate major will be strong candidates for jobs in the mainstream gaming industry, game journalism, and graduate programs in game studies.

Requirements

Lower-Division General Education

Written Communication (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#written)	6
Oral Communication (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#oral)	3
Mathematics (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#math)	3
Language and Culture (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#language)	0-6
Information Literacy and Research (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#information)	3
Human Behavior (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#behavior)	3
Human Creativity (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#creativity)	3
Interpreting the Past (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#interpret)	3
Literature (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#literature)	3
Philosophy and Ethics (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#philosophy)	3
The Nature of Science (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#nature)	8
Impact of Technology (http://catalog.odu.edu/undergraduate/requirements-undergraduate-degrees/#impact)	3

Written Communication: Grade of C or better required in both courses and in ENGL 110C and before declaring major.

Mathematics: MATH 101M for Design majors; MATH 102M or MATH 103M for Development majors

Philosophy and Ethics requirement may be met by PHIL 355E.

Impact of Technology requirement may be met by IDS 307T/ENGL 307T, GAME 201T or PHIL 383T

Upper-Division General Education

Met in the major.

Requirements for Graduation

Requirements for graduation include the following:

- Minimum of 120 credit hours.
- Minimum of 30 credit hours overall and 12 credit hours of upper-level courses in the major program from Old Dominion University.
- Minimum overall cumulative grade point average of C (2.00) in all courses taken.
- Minimum overall cumulative grade point average of C (2.00) in all courses taken toward the major.
- Minimum overall cumulative grade point average of C (2.00) in all courses taken toward a minor.
- Completion of ENGL 110C, ENGL 211C or ENGL 231C, and the writing intensive (W) course in the major with a grade of C or better. The W course must be taken at Old Dominion University.
- Completion of Senior Assessment.

Interdisciplinary Studies Core

IDS 300W	Interdisciplinary Theory and Concepts	3
Select two of the following:		6
IDS/ENGL 307T	Digital Writing	
IDS 368	Internship in Interdisciplinary Studies	
IDS 493	IDS Electronic Portfolio Project	
Total Credit Hours		9

Game Studies and Design-Design and Criticism Major

General Education

Complete lower-division requirements 35-47

Complete upper-division requirements (met in the major)

Interdisciplinary Studies Core

Complete interdisciplinary studies core requirements 9

Game Studies and Design

GAME 201T	Introduction to Game Studies	3
GAME 214	Visual Design Fundamentals for Game Design	3
GAME 222	Technologies for Game Design and Development	3
GAME 240	Game Criticism	3
COMM 260	Understanding Media	3
GAME 355	Game Design and Rhetoric	3
GAME 450	Game Development and Design Workshop	3

Select three of the following: 9

COMM 325	Sound Design for Stage and Camera	
COMM 340	Media and Popular Culture	
COMM 353	Animation	
ENGL 338	Writing for Games	
GAME 333	Game Balance, Rules, and Mechanics	
GAME 340	Visual Design and Digital Graphics for Games	
GAME 395	Topics in Game Studies	
GAME 440	Advanced Visual Design and Digital Graphics for Games	
GAME 465	Narrative World Building	
GAME 466	Graphical World Building	
GAME/ENTR 494	Entrepreneurship in Game Studies, Development, and Design	
GAME 495	Topics in Game Studies	
PHIL 355E	Cybersecurity Ethics	
PHIL 383T	Philosophy of Technology & Innovation	

Total Credit Hours**74-86****Electives**

Elective courses may be taken for the remainder of the minimum 120 credits required for the degree.

Honors Program in Interdisciplinary Studies

Qualified students in the interdisciplinary studies majors may earn honors by fulfilling all degree requirements and meeting the honors requirements listed below.

1. Attain an overall grade point average of 3.25.
2. Attain a grade point average in the major of 3.5.
3. Complete two upper-division courses designated as honors courses: IDS 300W and IDS 493.
4. Complete at least 60 credits at Old Dominion University, 54 of which must be in grade-point graded courses.

An application for departmental honors must be provided by the student for approval by the Director of Interdisciplinary Programs.

Degree Program Guide

The Degree Program Guide is a suggested curriculum to complete this degree program in four years. It is just one of several plans that will work and is presented only as broad guidance to students. Each student is strongly encouraged to develop a customized plan in consultation with their academic advisor. Additional information can also be found in Degree Works.

Course	Title	Credit Hours
Freshman		
Fall		
ENGL 110C	English Composition (Grade of C or better required)	3
MATH 101M	An Introduction to Mathematics for Critical Thinking	3
Human Creativity		3
Interpreting the Past		3
Elective or Language and Culture I (May be waived; See requirement details)		3
Credit Hours		15
Spring		
Literature		3
Human Behavior		3
Information Literacy and Research		3
Elective or Language and Culture II (May be waived; See requirement details)		3
GAME 201T	Introduction to Game Studies	3
Credit Hours		15
Sophomore		
Fall		
ENGL 211C or ENGL 231C	Writing, Rhetoric, and Research (Grade of C or better required) or Writing, Rhetoric, and Research: Special Topics	3
Nature of Science I		4
Oral Communication		3
Philosophy and Ethics (May be met by PHIL 355E)		3

GAME 214	Visual Design Fundamentals for Game Design	3
Credit Hours		16
Spring		
Nature of Science II		4
GAME 222	Technologies for Game Design and Development	3
GAME 240	Game Criticism	3
COMM 260	Understanding Media	3
Approved Elective		3
Credit Hours		16
Junior		
Fall		
IDS 300W	Interdisciplinary Theory and Concepts (C or better required)	3
GAME 355	Game Design and Rhetoric	3
Electives		9
Credit Hours		15
Spring		
ENGL 307T/IDS 307T or IDS 368 or IDS 493		3
Approved Elective		3
Electives		9
Credit Hours		15
Senior		
Fall		
ENGL 307T/IDS 307T or IDS 368 or IDS 493		3
Approved Elective		3
Electives		9
Credit Hours		15
Spring		
GAME 450	Game Development and Design Workshop	3
Electives		10
Credit Hours		13
Total Credit Hours		120

BA or BS to MBA (Master of Business Administration) Linked Program

The linked BA/MBA or BS/MBA program is an early entry to the MBA program of study. The early-entry program is designed for well qualified non-business undergraduate ODU students to start their MBA program prior to completing their undergraduate degree. Well qualified non-business undergraduate students may take MBA-level courses as early as three semesters prior to graduation and count up to 12 graduate credits toward their undergraduate degree. Students participating in the early-entry program must earn a minimum of 150 credit hours (120 discrete credit hours for the undergraduate degree and 30 discrete credit hours for the graduate degree). Early-entry program students should carefully consider their undergraduate degree program requirements when planning their course of study. Students in the early-entry program work in close consultation with the MBA Program Office and should refer to information in the Strome College of Business section in the graduate catalog (<http://catalog.odu.edu/graduate/stromecollegeofbusiness/>) to develop an individualized plan of study based on the required coursework.

BA or BS to MPA (Master of Public Administration) Linked Program

The linked BA/MPA or BS/MPA program provides qualified Old Dominion University undergraduate students with the opportunity to earn a master's degree in public administration while taking credits in the MPA program as an undergraduate student. The program is designed for highly motivated students with the desire to immediately continue their education after the bachelor's degree. The program is especially relevant to individuals seeking to work (or currently working) in the public or non-profit sectors, but is suitable for students from any undergraduate major. Graduate courses may be taken during the fall and spring semester of the student's senior undergraduate year. Up to 12 graduate credits can count toward both the undergraduate and graduate degree and can meet upper-level General Education requirements. After receiving the undergraduate degree, a student will continue with the MPA program, taking MPA courses until completing the required 39 credit hours. Students in the linked program must earn a minimum of 150 credit hours (120 discrete credit hours for the undergraduate degree and 30 discrete credit hours for the graduate degree).

Requirements for admission to the graduate program can be found in the School of Public Service section of the Graduate Catalog (<http://catalog.odu.edu/graduate/business/public-service/>). For additional information, please contact the School of Public Service in the Strome College of Business.