

2024 - 2025 Old Dominion University Catalog

Bachelor of Science (BS) Interdisciplinary Studies with a Major in Game Studies and Design - Development and Criticism

YEAR 1 - FRESHMAN (30 CREDITS)

FALL SEMESTER (15 credits)

ENGL 110C
Interpreting the Past
Human Creativity
Language & Culture I

Mathematical Skills: MATH 102M or 103M required

VCCS Equivalency:

ENG 111*

[Transfer Guide](#)
[Transfer Guide](#)
[Transfer Guide](#)
[Transfer Guide](#)

Language & Culture II

Info Literacy and Research
Literature
Human Behavior

MATH 162M

SPRING SEMESTER (15 credits)

VCCS Equivalency:

[Transfer Guide](#)

[Transfer Guide](#)
[Transfer Guide](#)
[Transfer Guide](#)
[Transfer Guide](#)

MTH 161*

YEAR 2 - SOPHOMORE (30 CREDITS)

FALL SEMESTER (16 credits)

ENGL 211C
GAME 201T (Meets Impact of Technology)
MATH 163M
Nature of Science I
Oral Communication

VCCS Equivalency:

ENG 112 or 210*

[Transfer Guide](#)
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Nature of Science II
Philosophy and Ethics (May be met by PHIL 355E)

GAME 222
CS 150 OR 151 OR 153

CSC 201, CSC 221, or ITP 132*

SPRING SEMESTER (14 credits)

VCCS Equivalency:

[Transfer Guide](#)

[Transfer Guide](#)

YEAR 3 -JUNIOR (30 CREDITS)

FALL SEMESTER (15 credits)

IDS 300W
GAME 240
CS 250 OR 251 OR 253
Major course (see catalog)
Major course (see catalog)

CSC 222*

SPRING SEMESTER (15 credits)

ENGL/IDS 307T, IDS 368 or 494, or IDS 493
Major course (see catalog)
Major course or Electives (9 credits)

YEAR 4 - SENIOR (30 CREDITS)

FALL SEMESTER (15 credits)

ENGL/IDS 307T, IDS 368 or 494, or IDS 493
Electives (12 credits)

SPRING SEMESTER (13 credits)

GAME 450
Electives (12 credits)