

Bachelor of Arts in Video Game Design

Study plan

Total Credit Hours 121

First Year (Freshman)

Semester I (FALL)

Code	Title	Prerequisite(s)	Credits
GDS131	Escape Game Project	None	3
GDS100	Level Design	None	3
GDS101	Principles of Game Design	None	3
ENG200	English II	IELTS average score of 6 or EMSAT average score of 1400 or passing grade in ENG102 + FWS100 (E)	3
FWS100(E)	Academic Skills for Success	None	3
Total Credit Hours			15

Semester II (SPRING)

Code	Title	Prerequisite(s)	Credits
GDS132	Level Design Workshop	GDS100	3
GDS121	Introduction to Adobe Suite	None	3
GDS102	Prototyping Techniques	GDS101	3
FWS205	UAE and GCC Society	ENG102+ FWS100(E) or FWS100(E) as co-requisite if students enter to ENG200 course directly	
ARL101 (A)	Communication Skills in Arabic I	None	3
Total Credit Hours			15

Second Year (Sophomore)

Semester III (FALL)

Code	Title	Prerequisite(s)	Credits
GDS231	Board Game Project	None	5
GDS223	Introduction to Unity	None	2
GDS222	Office Tools and Applications	None	1
GDS201	Game Mechanics	GDS101	3
GDS211	History of Video Games	None	3
Total Credit Hours			14

Semester IV (SPRING)

Code	Title	Prerequisite(s)	Credits
GDS232	2D Game Design Project	GDS121, GDS223, GDS100, GDS201	5
GDS212	Mobile Game Culture	None	3
GDS202	Gamer Profiles and Behaviors	None	3
GDS203	Game Documents	GDS101	3
ISL100 (A)	Islamic Culture	None	3
Total Credit Hours			17

Third Year (Junior)

Semester V (FALL)

Code	Title	Prerequisite(s)	Credits
GDS331	Platformer Game Project	GDS100, GDS223, GDS201	5
GDS301	Narrative Design for Video Games	GDS101	3
GDS311	Current Trends in Video Games	GDS211	3
GDS321	Introduction to 3D Modeling	None	3
	OE		3
Total Credit Hours			17

Semester VI (SPRING)

Code	Title	Prerequisite(s)	Credits
GDS332	First-Person Shooter Game Project	GDS232, Co-Req GDS312	5
GDS302	Game Analytics and Philosophies	GDS101	3
GDS312	Game Genre Analysis (FPS)	None	3
FWS310	Fundamentals of Innovation and Entrepreneurship	ENG200+ (Completion of minimum 60CH)	3
	OE		3
Total Credit Hours			17

Fourth Year (Senior)

Semester VII (FALL)

Code	Title	Prerequisite(s)	Credits
GDS431	Mobile Game Project	GDS212, GDS201, GDS202	5
GDS421	Introduction to Unreal	None	3
FWS211	Fundamentals of Emotional Intelligence	ENG102+ FWS100(E) or FWS100(E) as co-requisite if students enter to ENG200 course directly	3
	OE		3
Total Credit Hours			14

Semester VIII (SPRING)

Code	Title	Prerequisite(s)	Credits
GDS490	Capstone Project	GDS332, GDS232, GDS421	6
GDS499	Internship	Completion of 90 Credit hours	3
	OE		3
Total Credit Hours			12