GAME DEVELOPMENT, BS

Campus: NYC, Westchester

Requirement	Credits
University Core Requirements	44-54
Major Requirements	55-63
Open Electives	1-12
Total Credits	120

UNIVERSITY CORE REQUIREMENTS (44-54 CREDITS)

See complete University Core (https://catalog.pace.edu/undergraduate/university-core-curriculum/) requirements.*

*Students pursuing a BS in Game Development are required to complete CS 121 Introduction to Computer Science from the Foundation Requirements.

MAJOR REQUIREMENTS (55-63 CREDITS)

Code	Title	Credits	
Game Development Core Required Courses (31 credits)			
CIS 151	Game Development for Everyone	3	
CS 255	Game Development Patterns and Algorithms	4	
CS 256	Game Design and Prototyping	4	
CS 355	Advanced Topics in Game Development	4	
CS 356	Mobile Game Development and Publishing	4	
CS 357	Augmented Reality (AR), Virtual Realtiy (VR), and the Metaverse	4	
CS 455	Game Engine Architecture	4	
CS 456	Game Development Capstone	4	
Computer Science Core Required Courses (12 credits) 1			
CS 113	Mathematical Structures for Computer Science	4	
CS 121	Introduction to Computer Science ²	4	
CS 122	Object-Oriented Programming	4	
CS 241	Data Structures and Algorithms	4	
Related Computing Electives (6-8 c	redits)		
Two (2) 300 level or higher Computer Science courses.			
CS Elective 1			
CS Elective 2			
Interdisciplinary Track (9-12 credits			
Three courses from one track in Liberal Arts and Science (below):			
Communication and Media Studies Track (Choose 3 courses)			
CMS 113, CMS 226, CMS 228, CMS 244, CMS 291, CMS 296B			
Writing/English Track (Choose 3 courses):			
ENG 223, ENG 224, ENG 317, ENG 326F			
Film and Screen Studies Track (Choose 3 courses):			
FSS 203, FSS 215, FSS 237, FSS 317, FSS 323			
Literature Track (Choose 3 courses):			
LIT 213C, LIT 340, LIT 387D			
Math Track (Choose 3 courses):			
MAT 131, MAT 132, MAT 236, MAT 238, MAT 303			
Media and Communication Arts Track (Choose 3 courses):			
MCA 112, MCA 220, MCA 226, MCA 276, MCA 350			

Students must earn a grade of C or better in each prerequisite core.

- 2 Game Development, BS
- Course is taken as part of the University Core Requirements.

OPEN ELECTIVES (1-12 Credits)

Code	Title	Credits
Open Electives		
Select 1-12 credits		
Total Credits		1-12