



**CARROLL**  
UNIVERSITY

## **BA in Video Game Design (VGD) (36 Credits)**

### **VGD 115 - Intro to Video Game Design**

Students will learn how to write and design 2-D video games using game creation tools. Students will learn principles of idea generation, design documents, rule and level design, game systems and balance, and coding concepts. Students must have their own laptop computer (Windows, Mac, or Linux). No prior coding/programming experience is necessary. (Fall)

### **VGD 315 - Video Game Design II**

In this course, students will focus on video game design concepts by creating several well-designed analog and digital games using minimalist programming tools. Students will practice rapid prototyping, playtesting, and game balancing. Prerequisite: VGD 115. (Spring odd)

### **VGD 316 - Video Game Design III**

In this course, students will design and develop more extensive 2-D and 3-D video games using the popular Unity development platform. Students will learn more about scripting, using graphics and sound assets, and game physics. Prerequisite: VGD 115. (Spring even)

### **VGD 391 - Topics in Video Game Design**

Study of a special topic in video game design that is not covered in regular course offerings. The topic will be announced before registration. Prerequisite: VGD 115. (Fall odd)

### **VGD 499 - Video Game Design Capstone**

In this capstone course, students will complete their video game portfolio. They will review the designs within it and prepare it for public display. Independently or with a small team, they will also design and develop a substantial video game suitable for public release. Prerequisite: Senior standing as a VGD major. (Spring)

### **ART 112 - Visual Narrative: 2D and 3D Design**

### **ENG 205 - Interactive Fiction Writing (Fall evens)**

### **ENG 215 - Video Game Studies (Every spring)**

### **GRC 150 - Digital Toolbox - Photoshop/ Illustrator 1**

### **Second major**

A second major is required. Recommended majors include Art, Business, Communication, Computer Science, English, Graphic Design, Music, Photography, and Theatre.



Respect | Integrity | Stewardship

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