

Computer Game Design & Development

1. **Computer Science** – Allows students to add more CS coursework to their curriculum and continue mastering advanced CS concepts for use in game design/development.

Course		Prerequisite(s)	
CS			3
CS			3
CS			3
Free Electives			5

2. **Educational Serious** – Goes over the concepts of how to create programs for others to use to be able to learn (e.g. educational games).

Course		Prerequisite(s)	
CGDD 4313	Designing Online Learning Content & Environments	None	3
TCOM 2010	Technical Writing	ENGL 1102	3
2 Approved TCOM Courses			6
Free Electives			2

3. **Creative Content** – Focuses on the visual and audio components of games.

	Course		Prerequisite(s)	
	CGDD 4113	3D Modeling & Administration	CS 3305	3
	MEBU 2270	Entertainment Media Production	Permission (See Advisor)	3
Pick 2	MEBU 3370	Fundamentals of Audio Production	MEBU 2270	6
	MEBU 4470	Advanced Audio Production	MEBU 3370	
	MEBU 4490	Special Topics	MEBU 3100 & Permission	
	Free Electives			2

Contact CCSE Academic Advising if you are in, or considering, this concentration to discuss enrollment permission procedure.

4. **Media Production** – Differs from Creative Content in that it covers the underlying systems and concepts used to create media, how media production works and how to best manage it.

Course		Prerequisite(s)	
MATH 3620	Linear Algebra I	MATH 1190	3
CGDD 4113	3D Modeling & Animation	CS 3305	3
CGDD 4603	Production Pipeline & Assessment Management	CS 4722	3
Free Electives			5

5. **Custom Concentration** – Allows students to create their own concentration with the intention of giving them access to other courses that may be useful to them in their CGDD career.

Must contain at least 9 credit hours of 3000/4000 courses. Students are encouraged to consider Special Topics, Internships, and/or Directed Studies courses.			
Course		Prerequisite(s)	
			3
			3
			3
Free Electives			5
Contact CCSE Academic Advising if you would like to create a custom concentration at ccseadvising@kennesaw.edu .			

6. **Simulations Informatics** – For students wanting to go into creating media that relies heavily upon data to create simulation games/software

Course		Prerequisite(s)	
CGDD 4703	Data Modeling & Simulation	STAT 2332	3
Approved 3000/4000 Computing Course		Varies	3
Free Electives			8

7. **Planning Management** – For students interested in starting their own game development studio or looking to do indie game development/work with small teams to create games/software.

	Course		Prerequisite(s)	
Pick 3	MGT 3100	Management & Behavioral Sciences	Permission of Coles	3
	MGT 4185	Technology & Innovation Management	MGT 3200 & Permission of Coles	3
	ENTR 4122	Venture Analysis	MGT 3100 & Permission of Coles	3
	ENTR 4490	Special Topics in Entrepreneurship	Permission of Coles	3
	SWE 3623	Software Systems Requirements	SWE 3313 & CSE 2300/MATH 2345 or CPE 3000	3
	SWE 4663	Software Project Management	SWE 3313 & STAT 2332	3
	Free Electives			5

Notes:

- It is best to declare a concentration by the end of your freshman year/beginning of your sophomore year.
- When you have made your decision, you will declare your concentration in Owl Express:
 - o Owl Express -> Student Records -> “Declare or Change Major/Minor”
- Concentration courses are seasonal, meaning they are not offered every semester. (i.e. a course may only be offered in the fall semester and not the spring).
- Utilize the [Course Forecast](#) for a tentative prediction of when courses will be offered.
- Meet with your advisor if you have any questions!