

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)

SPRING SEMESTER (15 credits)

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

VCCS Equivalency:

ENG 111*

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

Language & Culture II

Info Literacy and Research
 Literature
 Human Behavior

VCCS Equivalency:

[Transfer Guide](#)

[Transfer Guide](#)

[Transfer Guide](#)

[Transfer Guide](#)

[Transfer Guide](#)

Mathematical Skills: MATH 102M or 103M required

MATH 162M

MTH 161*

YEAR 2 - SOPHOMORE (30 CREDITS)

FALL SEMESTER (16 credits)

SPRING SEMESTER (14 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](#)
[Transfer Guide](#)

Nature of Science II
 Philosophy and Ethics (May be met by PHIL 355E)
 GAME 222
 CS 150 OR 151 OR 153

VCCS Equivalency:

[Transfer Guide](#)

[Transfer Guide](#)

CSC 201, CSC 221, or ITP 132*

YEAR 3 - JUNIOR (30 CREDITS)

FALL SEMESTER (15 credits)

SPRING SEMESTER (15 credits)

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

CSC 222*

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)

SPRING SEMESTER (13 credits)

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

GAME 450
 Electives (12 credits)