

# INFORMATION TECHNOLOGY (B.S.) - GAMING DESIGN - RESIDENT

**Important:** This degree plan is effective for those starting this degree program in fall 2023 through summer 2024. This degree plan will remain in effect for students who do not break enrollment or who do not change degree programs, concentrations, or cognates.

## General Education/Foundational Skills Requirements

Code	Title	Hours
<b>Communication &amp; Information Literacy</b> <sup>1</sup>		
ENGL 101	Composition and Rhetoric	3
INQR 101	Inquiry	1
	Communications Elective	3
	Information Literacy Elective	3
	Information Literacy Elective	3
<b>Technological Solutions &amp; Quantitative Reasoning</b> <sup>1</sup>		
UNIV 101	Foundational Skills	1
	Math Elective MATH 114 or higher	3
	Technology Competency <sup>2</sup>	0-3
<b>Critical Thinking</b> <sup>1</sup>		
RLGN 105	Introduction to Biblical Worldview <sup>3</sup>	2
RSCH 201	Research	3
	Critical Thinking Elective	3
<b>Civic &amp; Global Engagement</b> <sup>1</sup>		
EVAN 101	Evangelism and the Christian Life <sup>3</sup>	2
	Cultural Studies Elective	3
<b>Social &amp; Scientific Inquiry</b> <sup>1</sup>		
	Natural Science Elective	3
	Social Science Elective	3
<b>Christianity &amp; Contexts</b> <sup>1</sup>		
BIBL 105	Old Testament Survey	2
BIBL 110	New Testament Survey	2
THEO 201	Theology Survey I <sup>3</sup>	2
THEO 202	Theology Survey II <sup>3</sup>	2
<b>Total Hours</b>		<b>44-47</b>

<sup>1</sup> Refer to the list of approved general education electives before enrolling in foundational skill requirements

<sup>2</sup> All students must pass the Computer Assessment OR complete applicable INFT course

<sup>3</sup> Students transferring in 45 or more UG credit hours will have the requirements of RLGN 105 Introduction to Biblical Worldview (2 c.h.) and EVAN 101 Evangelism and the Christian Life (2 c.h.) waived; Students transferring in 60 or more UG credit hours will also have the requirements of THEO 201 Theology Survey I (2 c.h.) and THEO 202 Theology Survey II (2 c.h.) waived

## Major Requirements

Code	Title	Hours
<b>Major Foundational Courses</b>		
BUSI 201	Intermediate Business Computer Applications <sup>1</sup>	3
BUSI 230	Introduction to Probability and Statistics <sup>1</sup>	3
BUSI 240	Organizational Behavior & Management <sup>1</sup>	3
<b>Total Hours</b>		<b>9</b>

<sup>1</sup> Course may fulfill select general education requirements

Code	Title	Hours
<b>Major Core</b>		
BUSI 390	Business Common Professional Components	3
CSIS 100	Introduction to Information Sciences and Systems	3
CSIS 110	Introduction to Computer Science	3
CSIS 212	Object-Oriented Programming	3
CSIS 310	Web Programming	3
CSIS 312	Advanced Object- Oriented Programming	3
CSIS 320	IS Hardware and Software	3
CSIS 325	Database Management Systems	3
CSIS 330	Business Data Communication Systems	3
CSIS 340	Studies in Information Security	3
CSIS 352	System Administration	3
CSIS 354	Integrative Programming and Technologies	3
CSIS 375	Introduction to Human-Computer Interaction	3
CSIS 474	Enterprise Systems and Integration	3
CSIS 484	Information Technology Capstone	3
ECON 214	Principles of Macroeconomics	3
<b>Total Hours</b>		<b>48</b>

Code	Title	Hours
<b>Cognate</b>		
ARTS 222	Graphic Design Foundations	3
ARTS 342	Digital Imaging	3
ARTS 473	Introduction to 3D Graphics	3
ARTS 474	Interactive Game Development	3
CSIS 209	C# Programming	3
	or CSIS 499 Internship	
<b>Total Hours</b>		<b>15</b>

Code	Title	Hours
<b>Free Electives</b>		
	Choose 1-10 credit hours of Free Electives <sup>1</sup>	1-10
<b>Total Hours</b>		<b>1-10</b>

<sup>1</sup> Internship (maximum 6 hours) is strongly recommended

*All applicable prerequisites must be met*

## Graduation Requirements

- 120 Total hours
- 2.0 Overall grade point average
- 30 Hours must be upper-level courses (300-400 level)

- **Grade of 'C'** Minimum required for all upper-level courses in the major
- **25%** Of major and cognate taken through Liberty University
- **30** Hours must be completed through Liberty University
- **Grad App** Submission of Degree Completion Application must be completed within the last semester of a student's anticipated graduation date
- **CSER** All requirements must be satisfied before a degree will be awarded

## Course Sequence

Course	Title	Hours
<b>First Year</b>		
<b>First Semester</b>		
BIBL 105	Old Testament Survey	2
ENGL 101	Composition and Rhetoric	3
INQR 101	Inquiry	1
UNIV 101	Foundational Skills	1
Social Science Elective (BUSI 240) <sup>1</sup>		3
Technology Competency <sup>2</sup>		0-3
CSIS 100	Introduction to Information Systems and Information Technology	3
CSER		0
<b>Hours</b>		<b>13-16</b>
<b>Second Semester</b>		
BIBL 110	New Testament Survey	2
RLGN 105	Introduction to Biblical Worldview	2
Communications Elective <sup>1</sup>		3
Information Literacy Elective <sup>1</sup>		3
Math Elective (BUSI 230) <sup>1</sup>		3
CSIS 110	Introduction to Computer Science	3
CSER		0
<b>Hours</b>		<b>16</b>
<b>Second Year</b>		
<b>First Semester</b>		
THEO 201	Theology Survey I	2
Critical Thinking Elective <sup>1</sup>		3
Information Literacy Elective <sup>1</sup>		3
BUSI 201	Intermediate Business Computer Applications	3
ECON 214	Principles of Macroeconomics	3
CSER		0
<b>Hours</b>		<b>14</b>
<b>Second Semester</b>		
EVAN 101	Evangelism and the Christian Life	2
RSCH 201	Research	3
THEO 202	Theology Survey II	2
Cultural Studies Elective <sup>1</sup>		3
CSIS 212	Object-Oriented Programming	3
CSIS 330	Business Data Communication Systems	3
CSER		0
<b>Hours</b>		<b>16</b>

Course	Title	Hours
<b>Third Year</b>		
<b>First Semester</b>		
ARTS 222	Introduction to Graphic Design	3
CSIS 310	Web Programming	3
CSIS 312	Advanced Object- Oriented Programming	3
CSIS 320	IS Hardware and Software	3
CSIS 325	Database Management Systems	3
CSER		0
<b>Hours</b>		<b>15</b>
<b>Second Semester</b>		
ARTS 342	Digital Imaging	3
CSIS 340	Studies in Information Security	3
CSIS 352	System Administration	3
CSIS 354	Integrative Programming and Technologies	3
Elective		3
CSER		0
<b>Hours</b>		<b>15</b>
<b>Fourth Year</b>		
<b>First Semester</b>		
Natural Science Elective <sup>1</sup>		3
ARTS 473	Introduction to 3D Graphics	3
BUSI 390	Business Common Professional Components	3
CSIS 375	Introduction to Human-Computer Interaction	3
CSIS 474	Enterprise Systems and Integration	3
Elective		1
CSER		0
<b>Hours</b>		<b>16</b>
<b>Second Semester</b>		
ARTS 474	Interactive Game Development	3
CSIS 209	C# Programming	3
or CSIS 499 or Internship		
CSIS 484	Information Technology Capstone	3
Elective		3
Elective		3
CSER		0
<b>Hours</b>		<b>15</b>
<b>Total Hours</b>		<b>120-123</b>

<sup>1</sup> Refer to the list of approved general education electives at [www.liberty.edu/gened](http://www.liberty.edu/gened) before enrolling in foundational skills requirements

<sup>2</sup> All students must pass the Computer Assessment OR complete applicable INFT course; refer to [www.liberty.edu/computerassessment](http://www.liberty.edu/computerassessment) for more information