Your Career in Games Starts Here

The Game Development program's mission is to prepare you for a career in the game industry, which (as of 2020) is larger than the film and sports industries combined. This major is highly project-based and you will be making games throughout your time with us here at Pace.

Below is the list of courses required as part of the Bachelor of Science in Game Development. In addition to these courses, all Pace students take courses required by the University core.

**Game Development Core:**
- CIS 151 Game Development for Everyone
- CS 255 Game Development Patterns & Algorithms
- CS 256 Game Design and Prototyping
- CS 355 Advanced Topics in Game Development
- CS 356 Mobile Game Development & Publishing
- CS 357 AR / VR and the Metaverse
- CS 455 Game Engine Architecture
- CS 456 Game Studio Capstone

**Computer Science Core:**
- CS 113 Math Structures for CS
- CS 121 Intro to Computer Science
- CS 122 Object-Oriented Programming
- CS 241 Data Structures & Algorithms

**Two Related Computer Science Electives:**
- Courses like Artificial Intelligence, Deep Learning, Web Development

**Three courses from one of the following tracks:**
- Digital Media Studies, Writing, Film Studies, Math