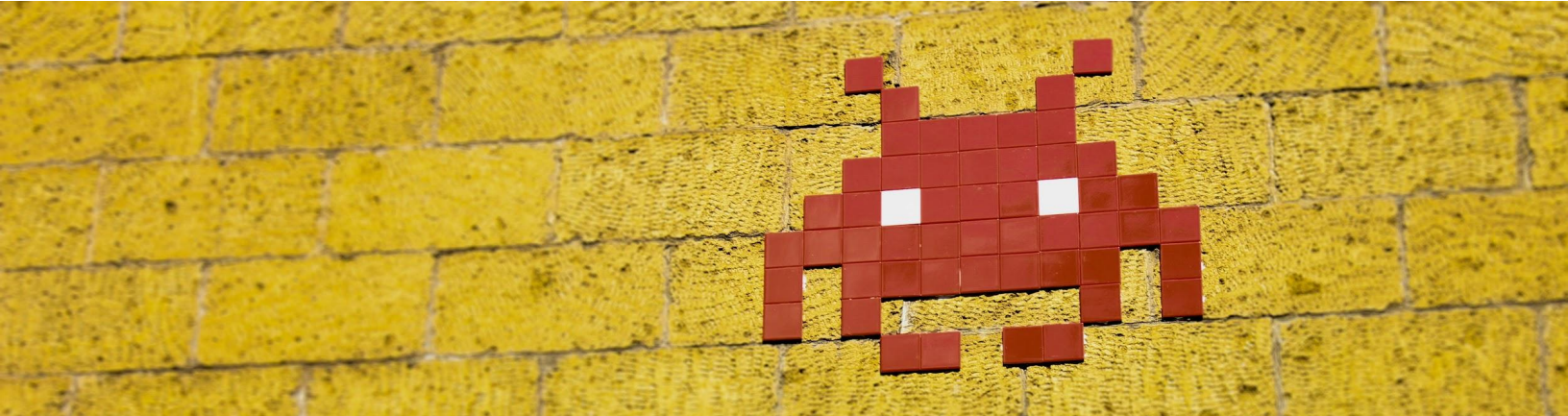


Game Development Curriculum Fall 2024



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

