

ABOUT THE MAJOR

This BIS Pathway integrates coursework from Computer Sciences, Art, and Theatre to address the need for well-rounded gaming programmers and creators. Gaming is one of the most popular forms of entertainment, grossing \$329 billion in sales, creating 1.8 million jobs, generating \$104 billion in wages and salaries, and \$53 billion in tax revenue in 2022 (American Gaming Association Economic Report for 2023), and it crosses generations, genders, races, and ethnicities. This interdisciplinary program gives students the ability to understand the processes and creativity that goes into developing a game, while also inspiring future developments in new entertainment forms still not created.

ABOUT THIS MAP

The Four-Year Plan is designed only as a guide. It does not guarantee; 1) that all courses listed will be offered during a given semester, or 2) if they are offered that the scheduling will not conflict. Estimated time of completion is based on 15 hour semesters, with no summer classes. A change in hours or courses taken during the summer will either reduce (taking 18 hrs or summers) or extend (taking less than 15 hrs) the time needed. Use this map to help plan and guide your experience at UWG, including academic, co-curricular, and discovery opportunities. Everyone's experience is different and activities in this map are suggestions. Always consult with your advisors whenever possible for new opportunities and updates.

Visit westga.edu/program-maps for the latest version of this major map.



VISIT WOLFWATCH
FOR MORE
INFORMATION.



HAVE A QUESTION?
CHECK IN WITH
YOUR ADVISOR!

WHERE CAN YOU GO WITH THIS DEGREE?

- Gaming Design & Programming
- Animation
- Acting for Video Games
- Voice Overs
- Level Designer
- Sound Engineer
- Sound Designer
- Game Producer
- Project Manager

INTERDISCIPLINARY STUDIES

GAMING PATHWAY

Bachelor of Interdisciplinary Studies

60

CORE CREDIT HOURS

36

MAJOR CREDIT HOURS

24

ELECTIVE CREDIT HOURS

HONORS COLLEGE

Consider joining if you have an Overall GPA of 3.2 and earned 15 college credit hours!



UNIVERSITY OF WEST GEORGIA

2025-2026

TERM 1: FALL

C: ENGL 1101 English Composition I	3 CREDIT HOURS
A: THEA 1100 Theatre Appreciation	3 CREDIT HOURS
I: THEA 2050 Self-Staging: Oral Communication in Daily Life	3 CREDIT HOURS
T: CS 1300 (Recommendation) Introduction to Computing	3 CREDIT HOURS
M: MATH 1001 Quantitative Skills and Reasoning	3 CREDIT HOURS

MILESTONES:
• THEA 1100 & CS 1300

TERM 2: SPRING

C: ENGL 1102 English Composition II	3 CREDIT HOURS
F: XIDS 2000 Introduction to Interdisciplinary Studies	3 CREDIT HOURS
F: ART 1006 Design I (2D)	3 CREDIT HOURS
I: INSTITUTIONAL OPTION	2 CREDIT HOURS
P: POLS 1101 American Government	3 CREDIT HOURS

MILESTONES:
• XIDS 200015 FALL CREDIT HOURS + 14 SPRING CREDIT HOURS
= 29 CREDIT HOURS

TERM 1: FALL

P: HIST 2112 US History II (since 1865)	3 CREDIT HOURS
F: THEA 2291 OR 2292 Developing a Character or Contemporary Scene Study	3 CREDIT HOURS
A: HUMANITIES	3 CREDIT HOURS
T: NON-LAB SCIENCE	3 CREDIT HOURS
S: SOCIAL SCIENCE	3 CREDIT HOURS

- Work with your IDS professors in XIDS 3000 to establish your degree plan, including identifying your complex problem and exploring how and what disciplines can help inform your inquiry.

CRUSH YOUR COURSEWORK

FIND YOUR PLACE

- Make sure to take XIDS 2000: Introduction to Interdisciplinary Studies to start your intellectual, boundary-crossing journey!
- Discover your interests in your core classes. These can help you establish your disciplines.

CRUSH YOUR COURSEWORK

FIND YOUR PLACE

- Check out UWG's Academic Transition Programs, and take a cornerstone course (XIDS 2002).
- Explore events, clubs, and organizations available to you! Let the program and/or disciplines you've identified guide your search.
- Visit the Office of Undergraduate Research.

BROADEN YOUR PERSPECTIVES

- Explore diversity, equity, and inclusion resources and opportunities across campus.
- Check out the education abroad office.

CONNECT OFF-CAMPUS

- Visit Wolves Vote to learn about the voting process and registration.
- Consider volunteering for a campaign or organization in your community.

TAKE CARE OF YOURSELF

- Visit the UWG Wellness Hub to find all the resources available to you!
- Visit Health Services.
- Get fit! Visit URec to see all your options.
- Visit the Center for Economic Education and Financial Literacy.

PAVE YOUR PATH

- Complete a self-assessment to see what careers and majors are right for you.
- Visit Office of Career and Graduate School Connections.
- Create your profile on Handshake.
- Consider applying for an on-campus job.

TERM 2: SPRING

F: THEA 2100 Play Analysis	3 CREDIT HOURS
F: CS 1301 Computer Science I	4 CREDIT HOURS
F: ART 1009 Design II (3D)	3 CREDIT HOURS
S: HIST 1111 OR 1112 World History	3 CREDIT HOURS
T: NON-LAB SCIENCE	3 CREDIT HOURS

- Attend UWG Scholars' Day.
- Check out what university associations and community organizations relate to your disciplines.

BROADEN YOUR PERSPECTIVES

CONNECT OFF-CAMPUS

- In a student organization? Suggest you all complete an implicit bias workshop.
- Consider a study abroad program. Check out students' stories of their experiences.

TAKE CARE OF YOURSELF

- Complete an internship in your field.
- Consider a summer or part-time job.
- Ask your department about networking opportunities with alumni.

PAVE YOUR PATH

- Take a fitness class, climb the rock wall, or join an intramural team.

- Consider whether counseling is right for you: take a mental health screening.

15 FALL CREDIT HOURS + 16 SPRING CREDIT HOURS
= 31 CREDIT HOURS

Additional Information:

- 3000-4000 level courses in ART, COMP/CS, and THEA may be on a 2-year course rotation. Please consult with faculty mentors and advisors when registering for courses.

- Draft your resume and attend a resume blitz.
- Learn about how to network on social media and update your Handshake profile.
- Draft your personal statement.
- Visit the graduate school to find out about graduate programs and admission requirements.

TERM 1: FALL

COMP 3350 Game Development I	3 CREDIT HOURS
THEA 3215 Lighting Design	3 CREDIT HOURS
ART 3550 Intro to Digital & Sequential Arts	3 CREDIT HOURS
XIDS 3000 Interdisciplinary Methods	3 CREDIT HOURS
ELECTIVE 3000-4000 level Elective in ART or CS/COMP or THEA	3 CREDIT HOURS

MILESTONE:
• COMPLETE XIDS 3000 INTERDISCIPLINARY METHODS WITH A C OR BETTER

TERM 2: SPRING

COMP 4350 Game Development II	3 CREDIT HOURS
THEA 3415 Playwriting I: Devised Theatre	3 CREDIT HOURS
ART 3551 Animation Studio	3 CREDIT HOURS
F: COMP 2320 Principles of Programming	3 CREDIT HOURS
ELECTIVE Elective in ART or CS/COMP or THEA	3 CREDIT HOURS

MILESTONE:
• CORE CURRICULUM COMPLETE

**15 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS
= 30 CREDIT HOURS**

TERM 1: FALL

THEA 4415 Playwriting II	3 CREDIT HOURS
COMP 3600 User-Centric Computing I	3 CREDIT HOURS
ART 3552 Intermediate Digital & Sequential Arts	3 CREDIT HOURS
ELECTIVE Elective in ART or CS/COMP or THEA	3 CREDIT HOURS
ELECTIVE Elective in ART or CS/COMP or THEA	3 CREDIT HOURS

MILESTONE:
• INTERNSHIP COMPLETED IN THE SUMMER OF THEIR JUNIOR YEAR OR AT ANY TIME IN THEIR SENIOR YEAR

TERM 2: SPRING

XIDS 4000 Interdisciplinary Capstone	3 CREDIT HOURS
ELECTIVE Elective in ART or CS/COMP or THEA	3 CREDIT HOURS
ELECTIVE Elective in ART or CS/COMP or THEA	3 CREDIT HOURS
ELECTIVE Elective in ART or CS/COMP or THEA	3 CREDIT HOURS
ELECTIVE 3000-4000 Level Elective in ART or CS/COMP or THEA	3 CREDIT HOURS

MILESTONE:
• XIDS 4000 INTERDISCIPLINARY CAPSTONE

**15 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS
= 30 CREDIT HOURS**

- This is the time for your XIDS capstone! Make sure you have 9 hours of 3000-4000-level coursework for each of your two disciplines!

CRUSH YOUR COURSEWORK

FIND YOUR PLACE

- Hone your leadership skills by mentoring new IDS majors!
- Consider running for an officer position in a student organization.

BROADEN YOUR PERSPECTIVES

- Assess your cultural competency.
- Consider working abroad and research visa regulations.
- Explore practices of creating more inclusive careers.

CONNECT OFF-CAMPUS

- Ask for advice from professionals in your field of interest.
- Explore career shadowing opportunities.

TAKE CARE OF YOURSELF

- Explore a farmer's market for fresh produce.
- Develop a post-graduation exercise plan.
- Explore your loan repayment options and complete your exit counseling.

PAVE YOUR PATH

- Request references from professors and supervisors.
- Draft your resume cover letter and personal statement and revise it with career services.
- Attend business fairs and career fairs at UWG and across the state.
- Attend an interview workshop.
- Apply for graduate programs.

CRUSH YOUR COURSEWORK

FIND YOUR PLACE

BROADEN YOUR PERSPECTIVES

CONNECT OFF-CAMPUS

TAKE CARE OF YOURSELF

PAVE YOUR PATH