

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

ADD A CERTIFICATE

- Nexus Degree in Digital Entertainment, Esports, and Game Development

HONORS COLLEGE

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

INTERDISCIPLINARY STUDIES

GAMING PATHWAY

Bachelor of Interdisciplinary Studies

60

CORE CREDIT HOURS

36

MAJOR CREDIT HOURS

24

ELECTIVE CREDIT HOURS



UNIVERSITY OF WEST GEORGIA

2026-2027

TERM 1: FALL

C: ENGL 1101 **3** CREDIT HOURS
English Composition I

A: THEA 1100 **3** CREDIT HOURS
Theatre Appreciation

I: THEA 2050 **3** CREDIT HOURS
Self-Staging: Oral Communication in Daily Life

T: CS 1300 **3** CREDIT HOURS
(Recommendation) Introduction to Computing

M: MATH 1001 **3** CREDIT HOURS
Quantitative Skills and Reasoning

MILESTONES:
• THEA 1100 & CS 1300

TERM 2: SPRING

C: ENGL 1102 **3** CREDIT HOURS
English Composition II

F: XIDS 2000 **3** CREDIT HOURS
Introduction to Interdisciplinary Studies

F: ART 1006 **3** CREDIT HOURS
Design I (2D)

I: INSTITUTIONAL OPTION **2** CREDIT HOURS

P: POLS 1101 **3** CREDIT HOURS
American Government

MILESTONES:
• XIDS 2000

**15 FALL CREDIT HOURS + 14 SPRING CREDIT HOURS
= 29 CREDIT HOURS**

CRUSH YOUR COURSEWORK

- 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.

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 1: FALL

P: HIST 2112 **3** CREDIT HOURS
US History II (since 1865)

F: THEA 2291 OR 2292 **3** CREDIT HOURS
Developing a Character or Contemporary Scene Study

A: ARTS/HUMANITIES/ETHICS **3** CREDIT HOURS

T: NON-LAB SCIENCE **3** CREDIT HOURS

S: SOCIAL SCIENCE **3** CREDIT HOURS

TERM 2: SPRING

F: THEA 2100 **3** CREDIT HOURS
Play Analysis

F: CS 1301 **4** CREDIT HOURS
Computer Science I

F: ART 1009 **3** CREDIT HOURS
Design II (3D)

S: HIST 1111 OR 1112 **3** CREDIT HOURS
World History

T: NON-LAB SCIENCE **3** CREDIT HOURS

**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.

CRUSH YOUR COURSEWORK

- 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.

FIND YOUR PLACE

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

BROADEN YOUR PERSPECTIVES

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

CONNECT OFF-CAMPUS

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

TAKE CARE OF YOURSELF

- 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.

PAVE YOUR PATH

- 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 **3** CREDIT HOURS
Game Development I

THEA 3215 **3** CREDIT HOURS
Lighting Design

ART 3550 **3** CREDIT HOURS
Intro to Digital & Sequential Arts

XIDS 3000 **3** CREDIT HOURS
Interdisciplinary Methods

ELECTIVE **3** CREDIT HOURS
3000-4000 level Elective in ART or CS/COMP or THEA

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

TERM 2: SPRING

COMP 4350 **3** CREDIT HOURS
Game Development II

THEA 3415 **3** CREDIT HOURS
Playwriting I: Devised Theatre

ART 3551 **3** CREDIT HOURS
Animation Studio

F: COMP 2320 **3** CREDIT HOURS
Principles of Programming

ELECTIVE **3** CREDIT HOURS
Elective in ART or CS/COMP or THEA

MILESTONE:
• CORE CURRICULUM COMPLETE

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

CRUSH YOUR COURSEWORK

- 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.

FIND YOUR PLACE

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

BROADEN YOUR PERSPECTIVES

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

CONNECT OFF-CAMPUS

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

TAKE CARE OF YOURSELF

- 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.

PAVE YOUR PATH

- 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

THEA 4415 **3** CREDIT HOURS
Playwriting II

COMP 3600 **3** CREDIT HOURS
User-Centric Computing I

ART 3552 **3** CREDIT HOURS
Intermediate Digital & Sequential Arts

ELECTIVE **3** CREDIT HOURS
Elective in ART or CS/COMP or THEA

ELECTIVE **3** CREDIT HOURS
Elective in ART or CS/COMP or THEA

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

TERM 2: SPRING

XIDS 4000 **3** CREDIT HOURS
Interdisciplinary Capstone

ELECTIVE **3** CREDIT HOURS
Elective in ART or CS/COMP or THEA

ELECTIVE **3** CREDIT HOURS
Elective in ART or CS/COMP or THEA

ELECTIVE **3** CREDIT HOURS
Elective in ART or CS/COMP or THEA

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

MILESTONE:
• XIDS 4000 INTERDISCIPLINARY CAPSTONE

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

CRUSH YOUR COURSEWORK

- 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!

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.