

BACHELOR OF SCIENCE IN GAME PRODUCTION MANAGEMENT

Required Courses

Code	Title	Credit Hours
Business Requirements (36)		
BUS 100	Introduction to Business and Economics	3
BUS 102	Introduction to Business Analytics	3
BUS 211	Financial Accounting	3
BUS 212	Managerial Accounting	3
BUS 221	Business Statistics	3
BUS 301	Organizational Behavior	3
BUS 321	Analytics for Optimization	3
BUS 351	Financial Decision Making and Capital Budgeting	3
BUS 371	Marketing Fundamentals	3
BUS 480	Strategic Management and Design Thinking	3
ECON 211	Introduction to Economics	3
ECON 382	Business Economics	3
Business Electives (3)		
Select one course from the following list:		
BUS 305	Operation and Supply Chain Analytics	3
BUS 311	Strategic Cost Management	3
BUS 341	Business Law	3
BUS 361	Topics in Entrepreneurship	3
BUS 472	New Product Development	3
BUS 473	Marketing Analytics	3
BUS 475	Sales Management and Analytics	3
BUS 476	Consumer Behavior	3
BUS 484	Data Analytics and Visualization	3
ECON 383	Sports Economics	3
GEM Required Courses (21)		
GEM 100	Game Design and Experiential Media Intro to the Professions	3
HUM 371	Fundamentals of Game Design	3
HIST 373	History of Video Games	3
ITMD 361	Fundamentals of Web Development	3
ITM 313	Introduction to Open Source Application Development	3
HUM 400	Game and Interactive Media Design Capstone 1	3
HUM 401	Game and Interactive Media Design Capstone 2	3
GEM Electives (6)		
Select two courses from the following list:		
COM 424	Document Design	3
HUM 372	Interactive Storytelling	3
HUM 374	Game Design Level 2	3

ITMD 362	Human-Computer Interaction and Web Design	3
Mathematics Requirement (4-5)		
MATH 148	Preparation for Calculus	4-5
or MATH 151	Calculus I	
or MATH 191	Business Calculus	
or MATH 192	Finite Mathematics	
Natural Science Requirements (10)		
See Illinois Tech Core Curriculum, sections D		
Computer Science Requirements (0)		
Satisfied by ITM 313 (see GEM Required Courses)		
Humanities and Social Science Requirements (21)		
See Illinois Tech Core Curriculum, sections B and C		
Interprofessional Projects (IPRO) (6)		
See Illinois Tech Core Curriculum, sections E		
Free Electives (13)		
Select 13 credit hours in Free Electives		
Total Credit Hours		120-121

Bachelor of Science in Game Production Management Curriculum

			Year 1
Semester 1	Credit Hours	Semester 2	Credit Hours
BUS 100	3	BUS 102	3
GEM 100	3	ECON 211	3
ITM 313	3	HIST 373	3
Humanities 200 Level Course	3	Science Elective	4
MATH 148, 151, 191, or 192	4-5	Social Sciences Elective	3
			16-17
			16
			Year 2
Semester 1	Credit Hours	Semester 2	Credit Hours
BUS 211	3	BUS 212	3
BUS 321	3	BUS 221	3
HUM 371	3	BUS 351	3
ITMD 361	3	GEM Elective	3
Science Elective	3	Science Elective	3
			15
			15
			Year 3
Semester 1	Credit Hours	Semester 2	Credit Hours
BUS 301	3	BUS 382 or ECON 382	3

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BUS 371	3 Business Elective	3
GEM Elective	3 Free Elective	3
Free Elective	3 IPRO Elective I	3
Humanities Elective 300+	3 Social Sciences Elective 300+	3

15 **15**

Year 4

Semester 1	Credit Hours	Semester 2	Credit Hours
HUM 400	3	BUS 480	3
Humanities Elective 300+	3	HUM 401	3
IPRO Elective II	3	Humanities or Social Science Elective	3
Social Sciences Elective 300+	3	Free Elective	4
Free Elective	3		
	15		13

Total Credit Hours: 120-121