BACHELOR OF SCIENCE IN GAME PRODUCTION MANAGEMENT

The Bachelor of Science in Game Production Management is a unique, interdisciplinary degree. Students develop expertise in business and creative media. The program combines coursework from the Stuart School of Business and the Lewis College of Science and Letter's game design and experiential media curriculum, preparing students for careers in game development management.

The Bachelor of Science in Game Production Management program curriculum provides students with the opportunity to take business courses in accounting, economics, finance, leadership, marketing, and quantitative methods in conjunction with game design and experiential media courses in the fundamentals of game design, history of video games, and web development open-source application development.

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:		3
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:		6
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		10
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		21
Interprofessional Projects (IPRO)		**(6)**
See Illinois Tech Core Curriculum, sections E		6
Free Electives		**(13)**
Select 13 credit hours in Free Electives		13
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
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