Sample Four-Year Sequence for GSAS Major
WRIT Concentration: 128 credits

Freshman Year					
Fall Semester			**Spring Semester**		
MATH-1100	Calculus I	4	GSAS -1600	History & Culture of Games	4
GSAS -2520	Intro Game Storytelling	4	GSAS -2510	Intro to Game Design	4
CSCI-1100	Computer Science	4		Math Elective	4
GSAS -2540	Intro to Game Programming	4		Science Elective	4
Sophomore Year					
Fall Semester			**Spring Semester**		
GSAS -4520	Game Development I	4	GSAS -4540	Game Development II	4
	WRIT Concentration Course	4		WRIT Concentration Course	4
PHYS-1050	General Physics	4		WRIT Concentration Course	4
GSAS -1040	Art for Interactive Media	4		Science Elective	4
Summer Arch & Junior Year					
Summer Arch Semester			**Fall or Spring Semester***		
	HASS Social Sci Elective	4	GSAS -4510	Experimental Game Design	4
	Free Elective	4		WRIT Concentration Course	4
	Free Elective	4		WRIT Concentration Course	4
	Free Elective	4		HASS Human Elective	4
Senior Year					
Fall Semester			**Spring Semester**		
	HASS Social Science Elective	4		HASS Depth Elective	4
GSAS -4940	GSAS Research Project	4		WRIT Concentration Course	4
	WRIT Concentration Course	4		WRIT Concentration Course	4
	HASS Depth Elective	4		WRIT Concentration Course	4

FOOTNOTES:

1. *Students with sufficient programming background may substitute another Computer Science course.*

2. *GSAS-1600 History and Culture of Games is a GSAS course counted in the HASS Core as a Humanities course.*

   Guidelines for HASS Core:

   - *2 course in ARTS/COMM/IHSS/LANG/LITR/PHIL/STSH/WRIT*
   - *2 courses in COGS/ECON/IHSS/PSYC/STSS*
   - *Max 3 1000 level; Min 1 4000 level*
   - *2 course depth sequence (same department prefix, only 1 at 1000 level).*