

BS IN GAME STUDIES AND DESIGN – NARRATIVE DESIGN CONCENTRATION ACADEMIC MAP

2025-2026

Provides students with the knowledge and skills to follow a path related to games in the 21st century. As an interdisciplinary major, students experience hands-on experience making games using industry tools and processes as well as a social and theoretical education in matters related to game studies. This breadth enables Game Studies and Design majors to work toward their goals, whether it is game design and development, game criticism and journalism, or a future studying how games affect players and our culture.

The Concentration in Narrative Design within the Game Studies and Design major specifically prepares students for work in narrative development, script writing, social and cultural analysis, genre studies, creative writing, and more. Students develop narratives in collaborative environments to replicate studio work, engage in workshops and critiques, and study the importance of representation in game environments.

FALL Year 1	Hrs
GMSD 1800	3
ENGL 1310 (C or higher)	3
HIST 2610	3
MATH 1580 or 1680	3
*CSCE 1010 (Satisfies Component Area Option Course B)	3
<i>Total hours</i>	<i>15</i>
Milestones - See your academic advisor to plan for next semester. - *CSCE 1010 is a prerequisite for CSCE 2210.	

SPRING Year 1	Hrs
CSCE 2210	3
ENGL 1320 (C or higher)	3
HIST 2620	3
Social and Behavioral Science	3
Creative Arts	3
<i>Total hours</i>	<i>15</i>
Milestones - See your academic advisor to plan for next semester.	

FALL Year 2	Hrs
ENGL 3500	3
MRTS 3250	3
Life and Physical Science	3
Language, Philosophy & Culture	3
PSCI 2305	3
<i>Total hours</i>	<i>15</i>
Milestones - See your academic advisor to plan for next semester.	

SPRING Year 2	Hrs
MRTS 2300	3
ENGL 3225 or MRTS 3630	3
Life and Physical Science	3
Component Area Option Course A	3
PSCI 2306	3
<i>Total hours</i>	<i>15</i>
Milestones - See your academic advisor to plan for next semester.	

FALL Year 3	Hrs
MRTS 3260	3
ENGL 3203 or MRTS 4660 or PHIL 4200	3
ENGL 4140	3
Narrative Design Elective**	3
Elective or Minor Course	3
Total hours	15

Milestones

- See your academic advisor to plan for next semester.
- **Narrative Design Electives - COMM 3260, ENGL 3140, ENGL 4145, ENGL 4665, ENGL 4680, MRTS 4810

SPRING Year 3	Hrs
GMSD 3800	3
Narrative Design Elective**	3
Narrative Design Elective**	3
Elective	3
Elective or Minor Course	3
Total hours	15

Milestones

- See your academic advisor to plan for next semester.

FALL Year 4	Hrs
GMSD 4800	3
Narrative Design Elective	3
Elective or Minor Course	3
Elective or Minor Course	3
Elective	3
Total hours	15

Milestones

- **Narrative Design Electives - COMM 3260, ENGL 3140, ENGL 4145, ENGL 4665, ENGL 4680, MRTS 4810
- See your academic advisor to plan for next semester and complete a graduation check.
- Apply for graduation when registering for spring classes.

SPRING Year 4	Hrs
GMSD 4801	3
Elective	3
Elective or Minor Course	3
Elective or Minor Course	3
Elective	3
Total hours	15

Milestones

- If you have not already done so, apply for graduation within the first two weeks of the of the spring term.
- **Narrative Design Electives - COMM 3260, ENGL 3140, ENGL 4145, ENGL 4665, ENGL 4680, MRTS 4810
- Reach a total of at least 42 advanced hours.
- Reach a total of at least 120 credit hours.

Additional Information

- Course descriptions and prerequisites available at: catalog.unt.edu
- To see how your coursework applies, run your official degree audit at: mydegreeaudit.unt.edu
- Questions? Make an advising appointment with your advisor at: unt.navigate.eab.com