

# INFORMATION TECHNOLOGY (B.S.) - GAMING DESIGN - ONLINE

**Important:** This degree plan is effective for those starting this degree program in fall 2025 through summer 2026. This degree plan will remain in effect for students who do not break enrollment or who do not change degree programs, concentrations, or cognates.

## General Education/Foundational Skills Requirements

Code	Title	Hours
<b>Communication &amp; Information Literacy <sup>1</sup></b>		
ENGL 101	Composition and Rhetoric	3
	Communications Elective	3
	Information Literacy Elective	3
	Information Literacy Elective	3
<b>Technological Solutions &amp; Quantitative Reasoning <sup>1</sup></b>		
UNIV 104	Instructional Technology for Successful Online Learning	0-3
	Math Elective MATH 114 or higher	3
<b>Critical Thinking <sup>1</sup></b>		
RLGN 104	Christian Life and Biblical Worldview <sup>2</sup>	4
	Critical Thinking Elective	3
<b>Civic &amp; Global Engagement <sup>1</sup></b>		
	Cultural Studies Elective	3
<b>Social &amp; Scientific Inquiry <sup>1</sup></b>		
	Natural Science Elective	3
	Social Science Elective	3
<b>Christianity &amp; Contexts <sup>1</sup></b>		
BIBL 104	Survey of Old and New Testament	4
THEO 104	Introduction to Theology Survey <sup>2</sup>	4
<b>Total Hours</b>		<b>39-42</b>

<sup>1</sup> Refer to the list of approved general education electives before enrolling in foundational skill requirements

<sup>2</sup> Students transferring in 45 or more UG credit hours will have the requirement of RLGN 104 waived; Students transferring in 60 or more UG credit hours will also have the requirement of THEO 104 waived

## Major Requirements

Code	Title	Hours
<b>Major Foundational Courses</b>		
BUSI 201	Intermediate Business Computer Applications <sup>1</sup>	3
BUSI 230	Introduction to Probability and Statistics <sup>1</sup>	3
BUSI 240	Organizational Behavior and Management <sup>1</sup>	3
<b>Total Hours</b>		<b>9</b>

<sup>1</sup> Course may fulfill select general education requirements

Code	Title	Hours
<b>Major Core</b>		
BUSI 390	Business Common Professional Components	3
CSIS 100	Introduction to Information Sciences and Systems	3
CSIS 110	Introduction to Computer Science	3
CSIS 212	Object-Oriented Programming	3
CSIS 310	Web Programming	3
CSIS 312	Advanced Object- Oriented Programming	3
CSIS 320	IS Hardware and Software	3
CSIS 325	Database Management Systems	3
CSIS 330	Business Data Communication Systems	3
CSIS 340	Studies in Information Security	3
CSIS 352	System Administration	3
CSIS 354	Integrative Programming and Technologies	3
CSIS 375	Introduction to Human-Computer Interaction	3
CSIS 474	Enterprise Systems and Integration	3
CSIS 484	Information Technology Capstone	3
ECON 214	Principles of Macroeconomics	3

**Total Hours** **48**

Code	Title	Hours
<b>Cognate</b>		
ARTS 222	Graphic Design Foundations	3
ARTS 342	Raster Graphics Lab	3
ARTS 473	3D Graphics Lab	3
ARTS 474	Interactive Game Development Lab	3
CSIS 209	C# Programming	3
or CSIS 499	Internship	

**Total Hours** **15**

Code	Title	Hours
<b>Free Electives</b>		
Choose 6-15 credit hours of Free Electives <sup>1</sup>		6-15
<b>Total Hours</b>		<b>6-15</b>

<sup>1</sup> Internship (maximum 6 hours) is strongly recommended.

*All applicable prerequisites must be met*

## Graduation Requirements

- **120** Total hours
- **2.0** Overall grade point average
- **30** Hours must be upper-level courses (300-400 level)
- **Grade of 'C'** Minimum required for all upper-level courses in the major
- **25%** Of major and cognate taken through Liberty University
- **30** Hours must be completed through Liberty University
- **Grad App** Submission of Degree Completion Application must be completed within the last semester of a student's anticipated graduation date

## Course Sequence

Course	Title	Hours
<b>First Year</b>		
<b>First Semester</b>		
BIBL 104	Survey of Old and New Testament	4
ENGL 101	Composition and Rhetoric	3
UNIV 104	Instructional Technology for Successful Online Learning	0-3
Social Sciences Elective (BUSI 240) <sup>1</sup>		3
CSIS 100	Introduction to Information Systems and Information Technology	3
<b>Hours</b>		<b>13-16</b>
<b>Second Semester</b>		
BUSI 201	Intermediate Business Computer Applications	3
Communications Elective <sup>1</sup>		3
Information Literacy Elective <sup>1</sup>		3
MATH Elective (BUSI 230) <sup>1</sup>		3
CSIS 110	Introduction to Computer Science	3
<b>Hours</b>		<b>15</b>
<b>Second Year</b>		
<b>First Semester</b>		
Information Literacy Elective <sup>1</sup>		3
THEO 104	Introduction to Theology Survey	4
CSIS 212	Object-Oriented Programming	3
CSIS 320	IS Hardware and Software	3
Elective		3
<b>Hours</b>		<b>16</b>
<b>Second Semester</b>		
RLGN 104	Christian Life and Biblical Worldview	4
Natural Science Elective <sup>1</sup>		3
CSIS 310	Web Programming	3
CSIS 312	Advanced Object- Oriented Programming	3
CSIS 330	Business Data Communication Systems	3
<b>Hours</b>		<b>16</b>
<b>Third Year</b>		
<b>First Semester</b>		
Critical Thinking Elective <sup>1</sup>		3
ARTS 222	Introduction to Graphic Design	3
CSIS 325	Database Management Systems	3
CSIS 340	Studies in Information Security	3
CSIS 352	System Administration	3
<b>Hours</b>		<b>15</b>
<b>Second Semester</b>		
Cultural Studies Elective <sup>1</sup>		3
ARTS 342	Digital Imaging	3
CSIS 354	Integrative Programming and Technologies	3
CSIS 375	Introduction to Human-Computer Interaction	3
Elective		3
<b>Hours</b>		<b>15</b>

Course	Title	Hours
<b>Fourth Year</b>		
<b>First Semester</b>		
ARTS 473	Introduction to 3D Graphics	3
ARTS 474	Interactive Game Development	3
CSIS 474	Enterprise Systems and Integration	3
ECON 214	Principles of Macroeconomics	3
Elective		3
<b>Hours</b>		<b>15</b>
<b>Second Semester</b>		
BUSI 390	Business Common Professional Components	3
CSIS 209 or CSIS 499	C# Programming or Internship	3
CSIS 484	Information Technology Capstone	3
Elective		3
Elective		3
<b>Hours</b>		<b>15</b>
<b>Total Hours</b>		<b>120-123</b>

<sup>1</sup> Refer to the list of approved general education electives at [www.liberty.edu/gened](http://www.liberty.edu/gened) before enrolling in foundational skills requirements