

INFORMATION TECHNOLOGY (B.S.) - GAMING DESIGN - RESIDENT

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
Communication & Information Literacy ¹		
ENGL 101	Composition and Rhetoric	3
	Communications Elective	3
	Information Literacy Elective	3
	Information Literacy Elective	3
Technological Solutions & Quantitative Reasoning ¹		
UNIV 101	Foundational Skills	1
	Math Elective MATH 114 or higher	3
	Technology Competency ²	0-3
Critical Thinking ¹		
RLGN 105	Introduction to Biblical Worldview ³	2
	Critical Thinking Elective	3
Civic & Global Engagement ¹		
EVAN 101	Evangelism and the Christian Life ³	2
	Cultural Studies Elective	3
Social & Scientific Inquiry ¹		
	Natural Science Elective	3
	Social Science Elective	3
Christianity & Contexts ¹		
BIBL 105	Old Testament Survey	2
BIBL 110	New Testament Survey	2
THEO 201	Theology Survey I ³	2
THEO 202	Theology Survey II ³	2
Total Hours		40-43

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

² All students must pass the Computer Assessment OR complete applicable INFT course

³ Students transferring in 45 or more UG credit hours will have the requirements of RLGN 105 and EVAN 101 waived; Students transferring in 60 or more UG credit hours will also have the requirements of THEO 201 and THEO 202 waived

Major Requirements

Code	Title	Hours
Major Foundational Courses		
BUSI 201	Intermediate Business Computer Applications ¹	3
BUSI 230	Introduction to Probability and Statistics ¹	3

Code	Title	Hours
BUSI 240	Organizational Behavior and Management ¹	3
Total Hours		9

¹ Course may fulfill select general education requirements

Code	Title	Hours
Major Core		
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
Cognate		
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
Free Electives		
Choose 1-10 credit hours of Free Electives ¹		1-10
Total Hours		1-10

¹ 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
- **CSER** All requirements must be satisfied before a degree will be awarded

Course Sequence

Course	Title	Hours
First Year		
First Semester		
BIBL 105	Old Testament Survey	2
ENGL 101	Composition and Rhetoric	3
INQR 101	Inquiry	1
UNIV 101	Foundational Skills	1
Social Science Elective (BUSI 240) ¹		3
Technology Competency ²		0-3
CSIS 100	Introduction to Information Systems and Information Technology	3
CSER		0
Hours		13-16
Second Semester		
BIBL 110	New Testament Survey	2
RLGN 105	Introduction to Biblical Worldview	2
Communications Elective ¹		3
Information Literacy Elective ¹		3
Math Elective (BUSI 230) ¹		3
CSIS 110	Introduction to Computer Science	3
CSER		0
Hours		16
Second Year		
First Semester		
THEO 201	Theology Survey I	2
Critical Thinking Elective ¹		3
Information Literacy Elective ¹		3
BUSI 201	Intermediate Business Computer Applications	3
ECON 214	Principles of Macroeconomics	3
CSER		0
Hours		14
Second Semester		
EVAN 101	Evangelism and the Christian Life	2
RSCH 201	Research	3
THEO 202	Theology Survey II	2
Cultural Studies Elective ¹		3
CSIS 212	Object-Oriented Programming	3
CSIS 330	Business Data Communication Systems	3
CSER		0
Hours		16
Third Year		
First Semester		
ARTS 222	Introduction to Graphic Design	3
CSIS 310	Web Programming	3
CSIS 312	Advanced Object- Oriented Programming	3

Course	Title	Hours
CSIS 320	IS Hardware and Software	3
CSIS 325	Database Management Systems	3
CSER		0
Hours		15
Second Semester		
ARTS 342	Digital Imaging	3
CSIS 340	Studies in Information Security	3
CSIS 352	System Administration	3
CSIS 354	Integrative Programming and Technologies	3
Elective		3
CSER		0
Hours		15
Fourth Year		
First Semester		
Natural Science Elective ¹		3
ARTS 473	Introduction to 3D Graphics	3
BUSI 390	Business Common Professional Components	3
CSIS 375	Introduction to Human-Computer Interaction	3
CSIS 474	Enterprise Systems and Integration	3
Elective		1
CSER		0
Hours		16
Second Semester		
ARTS 474	Interactive Game Development	3
CSIS 209 or CSIS 499	C# Programming or Internship	3
CSIS 484	Information Technology Capstone	3
Elective		3
Elective		3
CSER		0
Hours		15
Total Hours		120-123

¹ Refer to the list of approved general education electives at www.liberty.edu/gened before enrolling in foundational skills requirements

² All students must pass the Computer Assessment OR complete applicable INFT course; refer to www.liberty.edu/computerassessment for more information