

GAME DEVELOPMENT AND ESPORTS MANAGEMENT - ASSOCIATE OF APPLIED SCIENCE DEGREE (AAS)

Explore More About This Program: <https://cwi.edu/GDEM>

Degree Quick Facts

- **Instructional School:** Science, Technology, and Math
- **Department:** Computer Science
- **Program Code:** GDEM.AAS
- **Program Type:** Career and Technical Education
- **Available Fully Online:** No
- **Eligible for Federal Financial Aid:** Yes

NOTE: Courses required for this program *may* have an additional fee; more information can be found on the [Special Course Fees](#) web page.

Degree Requirements

Course	Course Title	Min Credits
General Education Requirements		
GEM 1 - Written Communication course		3
GEM 2 - Oral Communication course		3
GEM 3 - Mathematical Ways of Knowing course		3
GEM 5 - Humanistic & Artistic Ways of Knowing course		3
SCIE 102	Ethics in Science (GEM 6)	3
Major Requirements		
CPSC 111	Introduction to Python Programming	3
CPSC 153	Navigating Computer Systems	1
CPSC 155	Introduction to Version Control	1
COMM 259	Communicating Through Web Design	3
GDEM 101	Game Design Theory	3
GDEM 190	Esports Ecosystems	3
GDEM 202	Visual Storytelling	3
GDEM 210	Game Asset Development	3
GDEM 225	2D Game Development	3
GDEM 235	Esports Management	3
GDEM 250	3D Game Development	3
GDEM 290	Game Development and Esports Management Capstone	3
GDEM 295	Game Development and Esports Management Internship	1
Business Electives	Select 6 elective credits from the list below	6
Communication Electives	Select 6 elective credits from the list below	6
Minimum Credit Hours Required		60

BUSINESS ELECTIVE COURSES

Course	Course Title	Min Credits
BUSA 120	Business Software Applications	3
BUSA 201	Business Communication and Professionalism	3
BUSA 220	Entrepreneurial Strategy	3
BUSA 255	Leadership Development Skills	3
BUSA 256	Introduction to International Business	3

COMMUNICATION ELECTIVE COURSES

Course	Course Title	Min Credits
COMM 160	Communication and Culture	3
COMM 261	Multimedia Storytelling	3
COMM 269	Introduction to Audio Production	3
COMM 271	Introduction to Mass Media	3
COMM 272	Digital Design Tools	3
COMM 273	Media News Writing and Reporting	3
COMM 278	Principles of Public Relations	3

NOTE: This program is not yet approved for GI Bill® use.

Degree Plan

The course sequence listed below is strongly recommended in order to complete your program requirements. Many Career and Technical Education (CTE) courses have prerequisites and/or corequisites that have been accounted for within this course sequence plan. Please register for each semester as shown using the Student Planning tool in myCWI. Consult your advisor for any questions regarding this course sequence plan.

First Year

Fall		Credit Hours
CPSC 111	Introduction to Python Programming	3
CPSC 153	Navigating Computer Systems	1
CPSC 155	Introduction to Version Control	1
GDEM 101	Game Design Theory	3
GEM 1 - Written Communication course		3
GEM 2 - Oral Communication course		3
Total Semester Credit Hours		14

Spring

SCIE 102	Ethics in Science (GEM 6)	3
COMM 259	Communicating Through Web Design (Global Perspectives)	3
GDEM 190	Esports Ecosystems	3
GEM 3 - Mathematical Ways of Knowing course		3
GEM 5 - Humanistic & Artistic Ways of Knowing course		3
Total Semester Credit Hours		15

Second Year

Fall		
GDEM 202	Visual Storytelling	3
GDEM 210	Game Asset Development	3

GDEM 225	2D Game Development	3
Business Elective	Select a course from the list below	3
Communication Elective	Select a course from the list below	3
Total Semester Credit Hours		15
Spring		
GDEM 235	Esports Management	3
GDEM 250	3D Game Development	3
GDEM 290	Game Development and Esports Management Capstone	3
GDEM 295	Game Development and Esports Management Internship	1
Business Elective	Select a course from the list below	3
Communication Elective	Select a course from the list below	3
Total Semester Credit Hours		16
Minimum Credit Hours Required		60

BUSINESS ELECTIVE COURSES

Course	Course Title	Min Credits
BUSA 120	Business Software Applications	3
BUSA 201	Business Communication and Professionalism	3
BUSA 220	Entrepreneurial Strategy	3
BUSA 255	Leadership Development Skills	3
BUSA 256	Introduction to International Business	3

COMMUNICATION ELECTIVE COURSES

Course	Course Title	Min Credits
COMM 160	Communication and Culture	3
COMM 261	Multimedia Storytelling	3
COMM 269	Introduction to Audio Production	3
COMM 271	Introduction to Mass Media	3
COMM 272	Digital Design Tools	3
COMM 273	Media News Writing and Reporting	3
COMM 278	Principles of Public Relations	3

Program learning Outcomes

Upon successful completion of this program, students will be able to:

- Apply storytelling, mechanics, and design theory to create original games and interactive media
- Develop, manage, and market Esports initiatives using industry tools, communication channels, and event frameworks.
- Communicate technical and creative ideas effectively across written, oral, and digital media formats for diverse audiences.
- Consider ethical, cultural, and inclusive perspectives when creating, evaluating, and sharing digital content.
- Use modern development pipelines, engines, and project management tools to collaboratively produce polished games or Esports-related products.