

Games and Game Design, BA

Webster University

Johnson County Community College Transfer Program to the Webster University	Admissions Office
	Phone: 800-753-6765
BA - Games and Game Design	Email: admit@webster.edu
Academic Year 2025-2026	Homepage: Games Design and Development Program (https://www.webster.edu/communications/ba-games-design-development.php)

Program Description

This transfer advising guide outlines the transfer articulation agreement between the Bachelor of Arts (BA) Games and Game Design degree at Webster University and the Associate of Applied Science (AAS) Game Development with Game Programming Option, the Associate of Applied Science (AAS) Game Development with Game Design Option, and the AA degree at Johnson County Community College.

Transfer Credits and Credits Required within the articulation agreement include:

- While students with this associate degree typically transfer in 60-65 credits, Webster will transfer in all coursework that is part of the completed associate degree up to 90 credit hours (of the student's first associate degree).
- Courses will transfer according to Addendum A and Addendum B (listed below): Courses list for Year 1 and 2 (Recommended Academic Plan developed based on individual student's academic history).
- Total additional credits required at the receiving institution to complete the baccalaureate degree: see Addendum C and Addendum D (listed below): Webster University Course List for Years 3 and 4.

JCCC Transfer Guide Disclaimer

*It is the **student's responsibility** to check for updates to all transfer information. This transfer guide is provided as a service and is updated as needed. Degree requirements at the four-year colleges are subject to change by those institutions. To ensure you have the most accurate information about the program, you must meet with an advisor at the transfer institution.*

Transfer Requirements

Addendum A: AAS – Game Development with Game Programming Option (67 hours)

First semester at JCCC (17 hours)

Course Code	Course Title	Course Hours	Transfer Code	Transfer Title	Transfer Hours
CS 134	Programming Fundamentals	4	General Elective		

Select one of the following:

ENGL 121	Composition I *	3	GCP – WCOM Written Communication		
----------	-----------------	---	----------------------------------	--	--

ENGL 119	College Composition I with Review *	5	GCP – WCOM Written Communication		
GAME 102	The Business of Games	3	General Elective		
GAME 104	Introduction to Game Development	1	General Elective		
GAME 105	Beginning Game Creation	3	GAME 1500	Intro to Video Game Design	3
MATH 171	College Algebra *	3	GCP- QL Quantitative Literacy		

Second semester at JCCC (18 hours)

Course Code	Course Title	Course Hours	Transfer Code	Transfer Title	Transfer Hours
CS 201	Concepts of Programming Algorithms using C# *	4	General Elective		
GAME 121	Game Programming I *	4	GAME 3150	Special Topics in Game Design	1-3
GAME 131	User-Centered Design *	4	INTM 1600	Intro Interactive Dig. Media	3
GAME 180	Artificial Intelligence for Games *	3	General Elective		

GCP – SSHB Social Systems & Human Behavior (3 hours): Visit JCCC Social and Behavioral Sciences Elective (<https://catalog.jccc.edu/degree/requirements/associate-applied-science/>) for course options.

Third semester at JCCC (15 hours)

Course Code	Course Title	Course Hours	Transfer Code	Transfer Title	Transfer Hours
CS 236	Object-Oriented Programming Using C# *	4	General Elective		
GAME 221	Game Programming II *	4	General Elective		
GAME 242	Agile Game Development *	3	General Elective		
PHYS 191	Math and Physics for Games I *	4	GCP – PNW Physical Natural World		

Fourth semester at JCCC (17 hours)

Course Code	Course Title	Course Hours	Transfer Code	Transfer Title	Transfer Hours
Select one of the following:					
COMS 120	Interpersonal Communication	3	GCP – OCOM Oral Communication		
COMS 121	Public Speaking	3	GCP – OCOM Oral Communication		
COMS 125	Personal Communication	3	GCP – OCOM Oral Communication		
GAME 250	Game Capstone *	4	GAME 4600	Video Game Production	3
GAME 255	Mobile Game Programming *	4	General Elective		

General Elective (3 hours): Visit JCCC Program Elective (<https://catalog.jccc.edu/degree/certificates/game/game-development-aas/>) for course options.

GCP – SSHB Social Systems & Human Behavior or GCP – ROC Roots of Cultures (3 hours): Visit JCCC Arts and Humanities Elective (<https://catalog.jccc.edu/degree requirements/associate-applied-science/>) (HUM 155 or HUM 156 is recommended).

Addendum B: AAS – Game Development with Game Design Option (67 hours)

First semester at JCCC (17 hours)

Course Code Code	Course Title Title	Course Hours	Transfer Code Hours	Transfer Title	Transfer Hours
CS 134	Programming Fundamentals	4		Major Elective	

Select one of the following:

ENGL 121	Composition I *	3		GCP – WCOM Written Communication	
ENGL 119	College Composition I with Review *	5		GCP – WCOM Written Communication	
GAME 102	The Business of Games	3		General Elective	
GAME 104	Introduction to Game Development	1		General Elective	
GAME 105	Beginning Game Creation	3	GAME 1500	Intro to Video Game Design	3
MATH 171	College Algebra *	3		GCP- QL Quantitative Literacy	

Second semester at JCCC (18 hours)

Course Code Code	Course Title Title	Course Hours	Transfer Code Hours	Transfer Title	Transfer Hours
GAME 120	Game Design I *	4		GAME 3000 Video Game Design I	
GAME 132	Game Level Editing *	4		GAME 4000 Video Game Level Design – Major Elective	
GAME 136	Game Prototyping *	4		General Elective	
GAME 180	Artificial Intelligence for Games *	3		General Elective	

GCP – SSHB Social Systems & Human Behavior (3 hours): Visit JCCC Social and Behavioral Sciences Elective (<https://catalog.jccc.edu/degree requirements/associate-applied-science/>) for course options.

Third semester at JCCC (16 hours)

Course Code Code	Course Title Title	Course Hours	Transfer Code Hours	Transfer Title	Transfer Hours
GAME 134	Game World Creation *	4		GAME 3650 World Design	
GAME 220	Game Design II *	4		GAME 4500 Video Game Design II	
GAME 235	Game Quality Assurance *	2		General Elective	
GAME 242	Agile Game Development *	3		General Elective	

GCP – ROC Roots of Cultures (3 hours): Visit JCCC Arts and Humanities Elective (<https://catalog.jccc.edu/degree requirements/associate-applied-science/>) (HUM 155 or HUM 156 is recommended).

Fourth semester at JCCC (16 hours)

Course Code Code	Course Title Title	Course Hours	Transfer Code Hours	Transfer Title	Transfer Hours
COMS 120	Interpersonal Communication	3		GCP – OCOM Oral Communication	

COMS 121	Public Speaking	3	GCP – OCOM Oral Communication
COMS 125	Personal Communication	3	GCP – OCOM Oral Communication
ENGL 150	Digital Narratives *)	3	SCPT 3500 (Program Elective
GAME 238	Serious Game Design *	3	Major Elective
GAME 250	Game Capstone *	4	General Elective

General Elective (3 hours): Visit JCCC Program Elective (<https://catalog.jccc.edu/degreecertificates/game/game-development-aas/>) for course options.

Addendum C: BA Games and Game Design (Years 3 and 4) for students transferring with AAS Game Development Degree (54 hours)

Semester 5 at Webster (12 hours)

GAME 1000 Analog Game Design (3 hours)
 GAME 2100 Game Studies (3 hours)
 AUDI 1000 Audio Production for Non-Majors (3 hours)
 GCP – ROC Roots of Cultures/CRI Critical Thinking (3 hours)

Semester 6 at Webster (15 hours)

GAME 2200 Narrative Design (3 hours)
 GAME 2600 Game Art (3 hours)
 GAME 3500 History of Video Games (3 hours)
 EPMD 1040 Visual Storytelling (3 hours)
 GCP – GLBL Global Understanding/INTC Intercultural Competence (3 hours)

Semester 7 at Webster (14 hours)

MDST 2500 Professional Development for Media Careers (3 hours)
 FTVP 1400 Graphics and Effects (3 hours)
 GAME 4500 Video Game Design II (Game Programming Option) (3 hours)
 GAME 4600 Video Game Production (Game Design Option) (3 hours)
 GCP – SSHB Social Systems & Human Behavior/ETH Ethical Reasoning (3 hours)
 General Elective (2 hours)

Semester 8 at Webster (12 hours)

GAME 4620 Senior Overview (3 hours)
 GAME 4600 Video Game Production (both Game Programming and Game Design Options take this) (3 hours)
 Elective or GCP – PNW Physical & Natural World for students transferring with Game Design option (3 hours)
 KEYS 4000 Keystone (3 hours)

Addendum D: BA Games and Game Design (Years 3 and 4) for students transferring with AA degree (60 hours)

Semester 5 (Fall) at Webster (15 hours)

AUDI 1000 Audio Production for Non-Majors (3 hours)
 FTVP 1400 Graphics and Effects (3 hours)
 GAME 1500 Intro to Video Game Design (3 hours)
 GAME 2600 Game Art (3 hours)
 In-Major Elective (3 hours)

Semester 6 (Spring) at Webster (15 hours)

GAME 2200 Narrative Design (3 hours)
 GAME 1000 Analog Game Design (3 hours)
 GAME 3000 Video Game Design I (3 hours)
 EPMD 1040 Visual Storytelling (3 hours)
 In-Major Elective (3 hours)

Semester 7 (Fall) at Webster (15 hours)

MDST 2500 Professional Development for Media Careers (3 hours)
 GAME 2100 Game Studies (3 hours)



2026-27 Catalog

Games and Game Design, BA
Generated 06/22/2026 14:08:23

GAME 3500 History of Video Games (3 hours)
GAME 3650 World Design (3 hours)
In-Major Elective (3 hours)

Semester 8 (Spring) at Webster (15 hours)

GAME 4620 Senior Overview (3 hours)
GAME 4600 Video Game Production (3 hours)
GAME 4500 Video Game Design II (3 hours)
In-Major Elective (3 hours)
KEYS 4000 Keystone (3 hours)

Last Approved 6/22/2026, 12:46:50 PM