

LIBERTY

UNIVERSITY

School of Business
Degree Completion Plan (DCP)

B.S. in Business Management Information Systems: Gaming Technologies

Name _____ ID _____

GENERAL EDUCATION REQUIREMENTS (55 hours)
ALL GENERAL EDUCATION COURSES MUST BE CHOSEN FROM THE LIST OF "APPROVED RESIDENTIAL GENERAL EDUCATION & INTEGRATIVE COURSES." (www.liberty.edu/gened)

FOUNDATIONAL STUDIES (16 hours)
MUST be completed within the first 45 hours of a student's program.
Transfer students must complete within their first year at Liberty.

Course	Hrs.	Sem. Taken	Grade
ENGL 101 Composition and Rhetoric	3	_____	_____
ENGL 102 Composition and Literature	3	_____	_____
COMS 101 Speech Communication	3	_____	_____
MATH _____ (above 110)	3	_____	_____
GNED 101 Contemporary Issues I	1	_____	_____
GNED 102 Contemporary Issues II	1	_____	_____
EVAN 101 Evangelism and Christian Life	2	_____	_____
Technology Competency	Sem. Passed	_____	_____

INVESTIGATIVE STUDIES (39 hours)

ENGL 201, 202, 215, 216, 221, or 222	3	_____	_____
NAT SCI _____	3	_____	_____
NAT SCI, MATH or BUSI 201	3	_____	_____
HIUS 221 or 222 or HIEU 201 or 202	3	_____	_____
GOVT 200, PSYC 101 or 210, SOC 200 or 201	3	_____	_____
SOC SCI/HIST _____	3	_____	_____
HUMN 101, THEA 101, ARTS 105, or MUSC 103 AND	3	_____	_____
*GEN ED ELECTIVE (non-language)	3	_____	_____
OR			
**LANG _____ AND	3	_____	_____
**LANG _____	3	_____	_____
PHIL 201 Phil./Contemporary Ideas	3	_____	_____
THEO 201 Theology Survey I	3	_____	_____
THEO 202 Theology Survey II	3	_____	_____
BIBL 105 Old Testament Survey OR ^BIBL 205 Old Testament Life/Literature	3	_____	_____
BIBL 110 New Testament Survey OR ^BIBL 210 New Testament Life/Literature	3	_____	_____

*Choose from Fine Arts/Nat Sci/Math or CSCI/Soc Sci/
BUSI 201/ARTS 105
**Must be the same language
^Options available to Honors students

**MAJOR: BUSINESS MANAGEMENT INFORMATION SYSTEMS:
GAMING TECHNOLOGIES** (57 hours)

CORE (42 hours)

Course	Hrs.	Sem. Taken	Grade
ACCT 211 Principles of Accounting I	3	_____	_____
ACCT 212 Principles of Accounting II	3	_____	_____
BUSI 301 Business Law	3	_____	_____
BUSI 310 Principles of Management	3	_____	_____
BMIS 200 Enterprise Business Applications and Communications	3	_____	_____
BMIS 208 Application Programming	3	_____	_____
BMIS 310 Web Architecture/Development	3	_____	_____
BMIS 320 IS Hardware and Software	3	_____	_____
BMIS 325 Database Management Systems	3	_____	_____
BMIS 330 Business Data Communication Systems	3	_____	_____
BMIS 340 Studies in Information Security	3	_____	_____
BMIS 351 System Analysis and Design	3	_____	_____
BMIS 405 Business/Economic Forecasting	3	_____	_____
BMIS 460 IS Project Management	3	_____	_____

COGNATE: Gaming Technologies (15 hours)

BMIS 212 Object-Oriented Programming	3	_____	_____
ARTS 222 Desktop Publishing	3	_____	_____
ARTS 351 Digital Imaging	3	_____	_____
ARTS 473 2D/3D Graphics and Animation	3	_____	_____
ARTS 474 Interactive Game Development	3	_____	_____

DIRECTED COURSES (REQUIRED) (0-12 hours) These courses are approved General Education courses and may be counted in Foundational/Investigative Studies.

MATH 121 College Algebra	3	_____	_____
MATH 201 Intro. to Probability/Statistics	3	_____	_____
ECON 214 Principles of Macroeconomics	3	_____	_____
BUSI 201 Inter. Business Computer Appl.	3	_____	_____

FREE ELECTIVES (0-8 hours) Minors are included as elective hours, as are CRST 290 and any INFT courses.

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

GRADUATION REQUIREMENTS

CRST 290 History of Life	2-3	_____	_____
FRSM 101 Freshman Seminar	REQ.	_____	MET _____

All Christian/Community Service requirements must be satisfied before a degree will be awarded.

TOTAL – 120 hours minimum required. (Of this total, at least 39 hours must be 300-400 level.)