

# LIBERTY

UNIVERSITY.

School of Business  
Degree Completion Plan (DCP)

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

Name \_\_\_\_\_ ID \_\_\_\_\_

**GENERAL EDUCATION: CORE COMPETENCY REQUIREMENTS**  
(59-63 hours)

ALL GENERAL EDUCATION COURSES MUST BE CHOSEN FROM THE LIST OF "APPROVED RESIDENTIAL GENERAL EDUCATION & INTEGRATIVE COURSES." ([www.liberty.edu/gened](http://www.liberty.edu/gened))

**COMMUNICATION** (6 hours)

Course	Hrs.	Sem. Taken	Grade
COMS 101 Speech Communication	3	_____	_____
ENGL 101 Composition and Rhetoric	3	_____	_____

**MATHEMATICS, SCIENCE, & TECHNOLOGY** (11-15 hours)

CRST 290 History of Life	2-3	_____	_____
MATH _____ (above 110)	3	_____	_____
NAT SCI _____	3	_____	_____
NAT SCI, MATH or BUSI 201	3	_____	_____
Technology Competency	0-3	_____	_____

**INFORMATION LITERACY** (6 hours)

ENGL 102 Composition and Literature	3	_____	_____
HIEU 201 or 202 or HIUS 221 or 222	3	_____	_____

**CRITICAL THINKING** (15 hours)

ENGL 201, 202, 215, 216, 221, or 222	3	_____	_____
GOVT 200, PSYC 101 or 210, SOC 200 or 201	3	_____	_____
PHIL 201 Phil./Contemporary Ideas	3	_____	_____

HUMN 101, THEA 101, ARTS 105,  
or MUSC 103 **AND** \_\_\_\_\_ 3 \_\_\_\_\_

\*GEN ED ELECTIVE (non-language) **OR** \_\_\_\_\_ 3 \_\_\_\_\_

\*\*LANG \_\_\_\_\_ **AND** \_\_\_\_\_ 3 \_\_\_\_\_

\*\*LANG \_\_\_\_\_ 3 \_\_\_\_\_

**BIBLICAL WORLDVIEW** (21 hours)

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	_____	_____
BWVW 101 Biblical Worldview I	2	_____	_____
BWVW 102 Biblical Worldview II	2	_____	_____
EVAN 101 Evangelism and Christian Life	2	_____	_____
PSYC 150 Psychology of Relationships	3	_____	_____
THEO 201 Theology Survey I	3	_____	_____
THEO 202 Theology Survey II	3	_____	_____

\*All courses **except** ENGL and Language qualify for the General Education elective

\*\*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)** (3-12 hours) These courses are approved General Education courses and may be counted in the Core Competency requirements.

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

**FREE ELECTIVES** (0-1 hour) Minors are included as elective hours.

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

**GRADUATION REQUIREMENTS**

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.)