

SCHOOL OF DESIGN

DIT University

Dehradun

COURSE STRUCTURE & SYLLABUS

FOR

B.Sc - Digital Game Design

(3 Years/6 Semesters)

Program Structure B. Sc in Digital Game Design

PROGRAM STRUCTURE FOR B. Sc in Digital Game Design (Batch: 2026-2027)

Sr No	B.Sc (Digital Game Design)		
1	General Requirement	Credit range	Course range
	Ability Enhancement	6	2
	Skill Enhancement	6	3
	Free Electives	9	3
	Humanities Electives	3	1
	Value Added Courses	8	4
2	Discipline Requirement		
	Discipline Core	60	16
	Discipline Elective	22	6
3	Internship	6	2
	Total	120 (Min)	37 (Min)

Sr. No	B. Des (Digital Game Design) – For B.Sc. Game Design students who may opt to advance to a B. Design degree in the future		
	General Requirement	Credit range	Course range
1	Ability Enhancement	6	2
	Skill Enhancement	8	4
	Free Electives	9	3
	Humanities Electives	3	1
	Value Added Courses	8	4
2	Discipline Requirement		
	Discipline Core	80	21
	Discipline Elective	26	7
3	Capstone Project	12	1
4	Internship	8	3
	Total	160 (Min)	46 (Min)

Program Structure- B.Sc Digital Game Design

Sr. No.	Course Category	Course Name	Credit Structure				
			L	P	S	Total Credits	
Sem 1- Courses	DC	Fundamentals Of Game Design	1	2	2	4	
	DC	Visual Design I	1	2	2	4	
	DC	Programming I	0	4	2	4	
	AEC	Ability Enhancement Course	-	-	-	3	
	FE	Free Elective	-	-	-	3	
	VAC	Value Added Course	-	-	-	2	
Total Credits = 20							

Sem 2 - Courses	DC	Game Mechanics I	0	2	2	3	
	DC	Narrative Design and Storytelling	1	2	1	3	
	DE 1	Discipline Elective	-	-	-	3	
	FE	Free Elective	-	-	-	3	
	AEC	Ability Enhancement Course	-	-	-	3	
	VAC	Value Added Course	-	-	-	2	
	HE	Humanities Elective	-	-	-	3	
Total Credits = 20							
Sem 3- Courses	DC	Game Mechanics II and Systems thinking	1	2	1	3	
	DC	2D Level Design	0	2	2	3	
	DC	AI in Games	0	0	2	2	
	DE 2	Discipline Elective	-	-	-	3	
	FE	Free Elective	-	-	-	3	
	SEC 1	Skill Enhancement Course	-	-	-	2	
	VAC	Value Added Course	-	-	-	2	
	Internship	Summer Internship	-	-	-	2	
Total Credits 20							
Sem 4 - Courses	DC	UI/UX for Games	1	2	1	3	
	DC	Games Documentation and Publishing	0	2	1	2	
	DC	Design for Immersive Media	0	2	2	3	
	DE 3	Discipline Elective	-	-	-	4	
	DE 4	Discipline Elective	-	-	-	4	
	SEC 2	Skill Enhancement Course	-	-	-	2	
	VAC	Value Added Course	-	-	-	2	

		Total Credits 20						
Sem 5 - Courses		DC	3D Level Design	0	2	4	5	
		DC	3D Modelling and Texturing	0	2	4	5	
		DE 5	Discipline Elective	-	-	-	4	
		SEC 3	Skill Enhancement Course	-	-	-	2	
		Internship	Internship	-	-	-	4	
		Total Credits = 20						
Sem 6 - Courses		DC	Game Production Studio	0	0	8	8	
		DC	2D & 3D Animation	0	0	4	4	
		DC	Sound Design for Games	0	0	4	4	
		DE 6	Discipline Elective	-	-	-	4	
		Total Credits = 20						
		Total Credits for B.Sc- (Digital Game Design) = 120						
		For B.Des - (Digital Game Design)						
Sem 7 - Courses		DC	Design Research and Methodology	1	4	1	4	
		DC	Simulation and serious games	0	2	3	4	
		DE 7	Discipline Elective	-	-	-	4	
		DC	Studio Project	0	0	6	6	
		Internship	Summer Internship	-	-	-	2	
		Total Credits = 20						
Sem 8 - Courses								
		Project	Capstone / Industry Project	-	-	-	12	
		DC	Experimental Games	0	2	2	3	
		DC	Advanced Rendering & Shaders	0	2	2	3	

	SEC 4	Skill Enhancement Course	-	-	-	2	
Total Credits = 20							
Total Credits for B.Des (Digital Game Design) = 160							
Discipline Elective Basket							
Discipline Elective 1 (DE 1)				Credits			
Analog Design				3			
Digital Media Tools				3			
Discipline Elective 2 (DE 2)				Credits			
Programming II				3			
Visual Design II				3			
Discipline Elective 3 (DE 3)				Credits			
Emergent Gameplay				4			
Indigenous Games and Culture				4			
Design Thinking for Game Design				4			
Discipline Elective 4 (DE 4)				Credits			
Game Data Analytics				4			
Player Psychology and Gamification				4			
Discipline Elective 5 (DE 5)				Credits			
Game Economy Design				4			
Live Game Operation				4			
Discipline Elective 6 (DE 6)				Credits			
Biomimicry Design				4			
Advanced Narrative Systems				4			
Discipline Elective 7 (DE 7)				Credits			
Indie game Entrepreneurship				4			
Game Audio Middleware				4			

Ethics and Digital citizenship	4
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