

2026-2027

Academic Worksheet

GAME ART & DESIGN (BFA)

Game Art Emphasis

GENERAL
EDUCATION

Core Competencies

Breadth

Principles

Name

ID#Matriculated

Minimum Unit Requirement121

Major81
General Education37
Unrestricted Electives3

Preparatory Requirements

MATH 100 Pre-Statistics3
WRIT 114 Academic Writing Workshop0

Minor Requirements

Minor Program

CourseSemester

CourseSemester

CourseSemester

CourseSemester

CourseSemester

CourseSemester

1st Year

Fall

GAME 101Game Design Fundamentals3
GAME 107Game Design Practices3
GDES 107Digital Practice3
LSCI ___Information Theory Elective1
WRIT 113First-Year Academic Writing3
INDS 1___Interdisciplinary Core Elective3

Spring

FOUN 101Beginning Drawing3
GAME 1053D Art Fundamentals3
GAME 106Game Code Fundamentals3
GAME 112Game Design Documentation3
MDST 120Public Speaking3

WU

TRANSFER

2nd YEAR

Fall

GAME 114Game Engine Fundamentals3
GAME 140Environmental Design & Modeling3
GAME 201Narrative Design Fundamentals3
___Social Science Elective3
___Art History Elective3

Spring

FOUN 105Introduction to Figure Drawing3
GAME 224History of Games: 20th Century3
GAME 238Character Design & Modeling3
GAME 312Advanced 3d Hard Surface Modeling3
MDST 235Media Ethics3

WU

TRANSFER

3rd YEAR

Fall

GAME 303Advanced 3D Sculpting3
GAME 307Character Rigging3
FOUN 102Design and Composition3
WRIT 313Advanced Academic Writing3
MATH 2___Mathematics Elective3

Spring

GAME 203Sound Design Fundamentals3
GAME 3083D Cinematic Animation3
CAREERWork Experience/Internship0
___Art History Elective3
INDS 3UD Interdisciplinary Elective3
___Natural Science with Lab3

WU

TRANSFER

4th YEAR

Fall

GAME 3093D Game Animation3
GAME 431Degree Project: R & D3
___Game Art & Design Elective3
___General Education Elective3
___Humanities Elective3

Spring

GAME 432Degree Project: Production3
GAME 434Prof. Practices Game Industry3
___Game Art & Design Elective3
ENVT 220Environmental Studies3
___Unrestricted Elective3

WU

TRANSFER