

2024-2025 Academic Worksheet GAME ART & DESIGN (BFA) Game Design Emphasis

GENERAL
EDUCATION

Core Competencies

Breadth

Principles

Name _____

ID# _____ Matriculated _____

Minimum Unit Requirement 121

Major	81
General Education	37
Unrestricted Electives	3

Preparatory Requirements

MATH 100 Pre-Statistics	3	_____
WRIT 114 Academic Writing Workshop	0	_____

Minor Requirements

Minor Program _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

1st Year

Fall

GAME 101	Game Design Fundamentals	3	_____	_____
GAME 107	Game Design Practices	3	_____	_____
GAME 109	Game Art Practices	3	_____	_____
GDES 107	Digital Practice	3	_____	_____
LSCI _____	Information Theory Elective	1	_____	_____
WRIT 113	First-Year Academic Writing	3	_____	_____

Spring

GAME 106	Game Code Fundamentals	3	_____	_____
GAME 112	Game Design Documentation	3	_____	_____
GAME 114	Game Engine Fundamentals	3	_____	_____
GAME 105	3D Art Fundamentals	3	_____	_____
FOUN 101	or Beginning Drawing	3	_____	_____
MDST 120	Public Speaking	3	_____	_____

2nd YEAR

Fall

GAME 201	Narrative Design Fundamentals	3	_____	_____
GAME 203	Sound Design Fundamentals	3	_____	_____
GAME 205	Game Engine Techniques	3	_____	_____
GAME 207	Game Programming Patterns	3	_____	_____
INDS 1	Interdisciplinary Core Elective	3	_____	_____

Spring

FILM 200	Screenwriting	3	_____	_____
GAME 211	Game Level Design	3	_____	_____
GAME 221	Game Prototyping	3	_____	_____
GAME 224	History of Games: 20 th Century	3	_____	_____
MDST 235	Media Ethics	3	_____	_____

3rd YEAR

Fall

GAME 321	User Interface Design	3	_____	_____
GAME 311	Game Player Analysis	3	_____	_____
_____	Art History Elective	3	_____	_____
WRIT 313	Advanced Academic Writing	3	_____	_____
MATH 2	Mathematics Elective	3	_____	_____

Spring

GAME 334	Procedural Toolsets	3	_____	_____
GAME 332	Experimental Technology for Games	3	_____	_____
CAREER	Work Experience/Internship	0	_____	_____
INDS 3	UD Interdisciplinary Elective	3	_____	_____
_____	Social Science Elective	3	_____	_____
_____	Natural Science with lab	3	_____	_____

4th YEAR

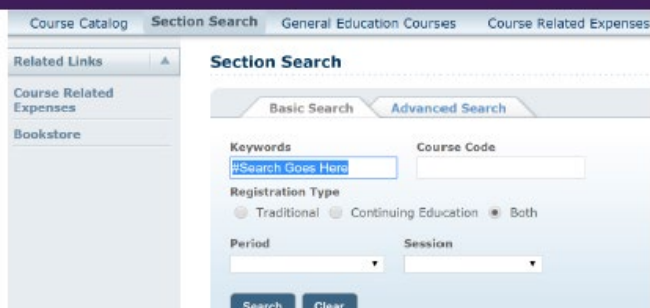
Fall

GAME 431	Degree Project: R & D	3	_____	_____
_____	Art History Elective	3	_____	_____
_____	Game Art & Design Elective	3	_____	_____
_____	Unrestricted GE Elective	3	_____	_____
_____	Humanities Elective	3	_____	_____

Spring

GAME 432	Degree Project: Production	3	_____	_____
GAME 434	Prof. Practices Game Industry	3	_____	_____
_____	Game Art & Design Elective	3	_____	_____
ENVT 220	Environmental Studies	3	_____	_____
_____	Unrestricted Elective	3	_____	_____

Keyword #Search Option



Keyword #Search Option is an additional method to search for course sections using the Keywords search bar, use ONLY the specific # codes shown below; no other # codes have been created.

General Education #Search

- #LD GE Elect = Lower Division General Education Elective
- #UD GE Elect = Upper Division General Education Elective
- #Social Science = Social Science Elective
- #Humanities = Humanities Elective
- #Ethics = Ethics Elective
- #Art History = Art History Elective
- #UD Art History = Upper Division Art History Elective
- #Lab Science = Natural Science with Lab Elective
- #UD INDS = Upper Division Interdisciplinary Elective
- #Mathematics = Mathematics Elective