

2026-2027

Academic Worksheet

GAME ART & DESIGN (BFA)

Game Design Emphasis

GENERAL
EDUCATION

Core Competencies

Breadth

Principles

Name

ID#

Matriculated

Minimum Unit Requirement

121

Major81

General Education37

Unrestricted Electives3

Preparatory Requirements

WRIT 114 Academic Writing Workshop0

MATH 100 Pre-Statistics3

Minor Requirements

Minor Program

CourseSemester

CourseSemester

CourseSemester

CourseSemester

CourseSemester

CourseSemester

1st Year

Fall

WU

TRANSFER

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

2nd YEAR

Fall

WU

TRANSFER

GAME 114Game Engine Fundamentals3

GAME 140Environmental Design & Modeling3

GAME 201Narrative Design Fundamentals3

___Social Science Elective3

___Art History Elective3

Spring

GAME 205Game Engine Techniques3

GAME 207Game Programming Patterns3

GAME 224History of Games: 20th Century3

ENVT 220Environmental Studies3

MDST 235Media Ethics3

3rd YEAR

Fall

WU

TRANSFER

GAME 211Game Level Design3

GAME 321User Interface Design3

___Art History Elective3

WRIT 313Advanced Academic Writing3

MATH 2___Mathematics Elective3

Spring

GAME 203Sound Design Fundamentals3

GAME 221Game Prototyping3

GAME 334Procedural Toolsets0

CAREERWork Experience/Internship3

INDS 3___UD Interdisciplinary Elective3

___Natural Science with Lab3

4th YEAR

Fall

WU

TRANSFER

GAME 311Game Player Analysis3

GAME 431Degree Project: R & D3

___Game Art & Design Elective3

___General Education Elective3

___Humanities Elective3

Spring

GAME 332Experimental Technology3

GAME 432Degree Project: Production3

GAME 434Prof. Practices Game Industry3

___Game Art & Design Elective3

___Unrestricted Elective3