

WOODBURY UNIVERSITY

2026-2027

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

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

Minor Requirements

Minor Program _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

Course _____ Semester _____

1st Year

Fall

			WU	TRANSFER
GAME 101	Game Design Fundamentals	3	_____	_____
GAME 107	Game Design Practices	3	_____	_____
GDES 107	Digital Practice	3	_____	_____
LSCI _____	Information Theory Elective	1	_____	_____
WRIT 113	First-Year Academic Writing	3	_____	_____
INDS 1 _____	Interdisciplinary Core Elective	3	_____	_____

Spring

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

2nd YEAR

Fall

			WU	TRANSFER
GAME 114	Game Engine Fundamentals	3	_____	_____
GAME 140	Environmental Design & Modeling	3	_____	_____
GAME 201	Narrative Design Fundamentals	3	_____	_____
_____	Social Science Elective	3	_____	_____
_____	Art History Elective	3	_____	_____

Spring

GAME 205	Game Engine Techniques	3	_____	_____
GAME 207	Game Programming Patterns	3	_____	_____
GAME 224	History of Games: 20 th Century	3	_____	_____
ENVT 220	Environmental Studies	3	_____	_____
MDST 235	Media Ethics	3	_____	_____

3rd YEAR

Fall

			WU	TRANSFER
GAME 211	Game Level Design	3	_____	_____
GAME 321	User Interface Design	3	_____	_____
_____	Art History Elective	3	_____	_____
WRIT 313	Advanced Academic Writing	3	_____	_____
MATH 2 _____	Mathematics Elective	3	_____	_____

Spring

GAME 203	Sound Design Fundamentals	3	_____	_____
GAME 221	Game Prototyping	3	_____	_____
GAME 334	Procedural Toolsets	0	_____	_____
CAREER	Work Experience/Internship	3	_____	_____
INDS 3 _____	UD Interdisciplinary Elective	3	_____	_____
_____	Natural Science with Lab	3	_____	_____

4th YEAR

Fall

			WU	TRANSFER
GAME 311	Game Player Analysis	3	_____	_____
GAME 431	Degree Project: R & D	3	_____	_____
_____	Game Art & Design Elective	3	_____	_____
_____	General Education Elective	3	_____	_____
_____	Humanities Elective	3	_____	_____

Spring

GAME 332	Experimental Technology	3	_____	_____
GAME 432	Degree Project: Production	3	_____	_____
GAME 434	Prof. Practices Game Industry	3	_____	_____
_____	Game Art & Design Elective	3	_____	_____
_____	Unrestricted Elective	3	_____	_____