



where talent takes you

GAME DESIGN

BACHELOR OF FINE ARTS (B.F.A.)

CURRICULUM REQUIREMENTS FALL 2020 – SPRING 2021

FIRST YEAR

| FALL SEMESTER | CREDITS | SPRING SEMESTER | CREDITS |
|--|---------|----------------------------------|---------|
| ART101 Two Dimensional Design | 3 | ANM105 Introduction to Animation | 3 |
| ART104 Drawing I | 3 | ART105 Drawing II | 3 |
| COR101 First Year Core Curriculum Seminar | 3 | ENG103 English Composition II | 3 |
| ENG101 English Composition I | 3 | GDE105 Game Pre-Production I | 3 |
| GDE101 Introduction to Game Design and Development | 3 | COR___ Core Elective | 3 |

SECOND YEAR

| FALL SEMESTER | CREDITS | SPRING SEMESTER | CREDITS |
|---|---------|--|---------|
| ANM204 Three Dimensional Computer Animation I | 3 | ANM203 Three Dimensional Computer Animation II | 3 |
| CSD205 Web Design and Programming I | 3 | CSD206 Web Design and Programming II | 3 |
| GDE106 Game Pre-Production II | 3 | GDE210 Game Development Tools and Techniques | 3 |
| ANM201 Advanced Animation | 3 | GDE205 History of Videogames | 3 |
| COR___ Core Elective | 3 | COR___ Core Elective | 3 |

THIRD YEAR

| FALL SEMESTER | CREDITS | SPRING SEMESTER | CREDITS |
|--|---------|--|---------|
| GDE300 Game Engines I | 3 | GDE301 Game Engines II | 3 |
| GDE315 Dynamic Character Animation for Interactive Games | 3 | GDE310 Professional Practices and Advanced Processes | 3 |
| GDE317 Game Modeling and Texturing | 3 | GDE319 Introduction to Level Design for Video Games | 3 |
| COR___ Core Elective | 3 | COR___ Core Elective | 4 |
| COR___ Core Elective | 3 | _____ General Elective | 3 |

FOURTH YEAR

| FALL SEMESTER | CREDITS | SPRING SEMESTER | CREDITS |
|---------------------------------------|---------|--------------------------|---------|
| GDE403 Senior Project I | 3 | GDE404 Senior Project II | 6 |
| GDE409 Internship | 3 | _____ General Elective | 3 |
| COR401 Core Curriculum Senior Seminar | 3 | _____ General Elective | 3 |
| COR___ Core Elective | 3 | _____ General Elective | 3 |
| _____ General Elective | 3 | | |

CORE ELECTIVES
for
GAME DESIGN
BACHELOR OF FINE ARTS (B.F.A.)

Courses cannot be used to fulfill more than one Core Elective requirement. Students must meet all pre-requisites and co-requisites requirements.

Students must complete one Core Elective from each of the categories listed below.

GLOBAL AND HISTORICAL CONTEXTS

Any History Course
Any World Literature Course
Any American Sign Language Course
Any French Language Course
Any Spanish Language Course

LITERARY EXPRESSION

Any English Course

With the exception of: (cannot use the courses listed below)

ENG101 English Composition I
ENG103 English Composition II
ENG214 Public Speaking
ENG249 Introduction to Journalism
ENG260 Acting
ENG261 Advanced Composition and Research

PHILOSOPHICAL THOUGHT

Any Philosophy Course
IDS205 Crisis of Belief

QUANTITATIVE LITERACY

Any Math Course

RELIGIOUS THOUGHT AND PRACTICE

Any Religious Studies Course
IDS205 Crisis of Belief

SCIENTIFIC UNDERSTANDING AND METHODS

A LAB IS REQUIRED FOR THIS CORE ELECTIVE

Any Astronomy Course and Lab
Any Biology Course and Lab
Any Chemistry Course and Lab
Any Physics Course and Lab

SOCIAL AND BEHAVIORAL PERSPECTIVES

Any Anthropology Course
Any Economics Course
Any Political Science Course
Any Psychology Course
Any Sociology Course