## BACHELOR OF FINE ARTS IN DIGITAL ARTS CONCENTRATION IN GAME DESIGN

| YEA<br>TER |             |   |   | MAJOR   |   |  | GENERAL ED  | UCATION  | TOTAL<br>CREDITS |  |
|------------|-------------|---|---|---|---|--|---|--|------------------|--|
| YEAR 1     | FALL        | ARTW 101 3<br>DESIGN DRAWING I  | ARTD 103 3 DESIGN ELEMENTS  | ARTH 101 3<br>DESIGN HISTORY I  | ARTC 201 3<br>DIGITAL TOOLS I                 |  | FCWR 101/111 3 FOUNDATIONS OF COLLEGE COMPOSITION Pre-Req: Requires Placement |  | 15               |  |
|            | SPRING      | ARTW 151 3 DESIGN DRAWING II Pre-Req: ARTW 101                          | ARTD 102 3<br>DESIGN SYSTEM   | ARTH 151 3<br>DESIGN HISTORY II   | ARTC 251 3 DIGITAL TOOLS II Pre-Req: ARTC 201 |  | FCWR 151/161 3 FOUNDATIONS OF RESEARCH WRITING Pre-Req: FCWR 101/111          |  | 15               |  |
| YEAR 2     | FALL        | ARTC 301 3<br>MOTION GRAPHICS I<br>Pre-Req: ARTC 251                    | ARTD 155 3 MAYA I – HARD SURFACE MODELING Pre-Req: ARTC 251         | ARTC 370 3<br>GAME DESIGN I   |   |  | ICXX 3XX* 3 SEMINAR CHOICE (ICBS, ICLT, ICPH, or ICSS) Pre-Req: FCWR 151/161  | DATA 101 3<br>MAKING SENSE OF A<br>DATA-ORIENTED<br>SOCIETY                  | 15               |  |
|            | SPRING      | ARTC 351 3 DIGITAL COMPOSITING Pre-Req: ARTC 301                        | ARTC 270 3 GAME THEORY + HISTORY: INTRO TO INTERACTTIVE GAME DESIGN | ARTC 371 3 GAME DESIGN II Pre-Req: ARTC 370   |   |  | SCIENCE CHOICE 3<br>(Any BIOL, CHEM or<br>PHYS)                               | MATH 115 3 INTRODUCTORY CONCEPTS OF MATHEMATICS                              | 15               |  |
| .R.3       | FALL        | ARTC 260 3<br>INTRO TO 3D MODELING<br>AND ANIMATON<br>Pre-Req: ARTC 201 | ARTQ 301 3<br>LEVEL GAME DESIGN                                     | ARTQ 451 3 GAME DESIGN – CODING FOR GAME DEVELOPMENT Pre-Req: ARTC 371                    |   |  | FCWR 303 3<br>COMMUNICATION<br>FOR ART & DESIGN<br>Pre-Req: FCWR 151/161      | GENERAL 3<br>ELECTIVE  | 15               |  |
| YEAR       | SPRING      | ARTC 400 3 DESIGN STUDIO I Pre-Req: ARTC 351                            | ARTH 201 3<br>ART HISTORY III                                       | ARTQ 452 3 GAME DESIGN III – TECHNICAL ARTIST STUDIO Pre-Req: ARTC 371                    |   |  | ICXX 3XX* 3 SEMINAR CHOICE (ICBS, ICLT, ICPH, or ICSS) Pre-Req: FCWR 151/161  | GENERAL 3<br>ELECTIVE  | 15               |  |
| YEAR 4     | FALL        | ARTC 405 3 THESIS I Pre-Req: ARTC 400                                   | ARTH 301 3 AESTHETICS   | ARTQ 453 3 EMERGING TECHNOLOGIES FOR GAMES AND INTERACTIVE APPLICATIONS Pre-Req: ARTQ 452 |   |  | (Any BIOL, CHEM or PHYS)  | GENERAL 3<br>ELECTIVE  | 15               |  |
|            | SPRING      | ARTC 406 3 THESIS II Pre-Req: ARTC 405                                  | ARTC 410 3 DESIGN STUDIO II Pre-Req: ARTC 405 Co-Req: ARTC 406      | GENERAL 3<br>ELECTIVE   |   |  | ICXX 3XX* 3 SEMINAR CHOICE (ICBS, ICLT, ICPH, or ICSS) Pre-Req: FCWR 151/161  | ICXX 3XX* 3 SEMINAR CHOICE (ICBS, ICLT, ICPH, or ICSS) Pre-Req: FCWR 151/161 | 15               |  |
| CRE        | CREDITS 120 |   |   |   |   |  |   |  |                  |  |