BACHELOR OF FINE ARTS IN DIGITAL ARTS CONCENTRATION IN GAME DESIGN

YEAR TERM		MAJOR					GENERAL EDUCATION		TOTAL CREDITS	
YEAR 1	FALL	ARTW 101 3 DRAWING I	ARTD 103 3 SHAPE AND COLOR	ARTH 101 3 ART HISTORY I	ARTC 201 3 COMPUTER GRAPHICS I	FCWR 101/: FOUNDATIO COLLEGE CO Pre-Req: Reqi Placement	NS OF MPOSITION		15	
	SPRING	ARTW 151 3 DRAWING II Pre-Req: ARTW 101	ARTD 102 3 FORM AND SPACE	ARTH 151 3 ART HISTORY II	ARTC 251 3 COMPUTER GRAPHICS II Pre-Req: ARTC 201	FCWR 151/: FOUNDATION RESEARCH W Pre-Req: FCW	S OF RITING		15	
YEAR 2	FALL	ARTC 301 3 MOTION GRAPHICS I Pre-Req: ARTC 251	ARTD 155 3 TIME AND MOTION Pre-Req: ARTC 251	ARTC 370 3 GAME DESIGN I - INTRO		ICXX 3XX* SEMINAR CI (ICBS, ICLT, II ICSS) Pre-Req: FCW	CPH, or DATA-ORIENTED SOCIETY		15	
	SPRING	ARTC 351 3 DIGITAL COMPOSITION Pre-Req: ARTC 301	ARTC 270 GAME THEORY + HISTORY: INTRO TO INTERACT	ARTC 371 3 GAME DESIGN II — INTERMEDIATE Pre-Req: ARTC 370		SCIENCE CH (Any BIOL, C PHYS)			15	
R 3	FALL	ARTC 260 3 INTRO TO 3D MODELING AND ANIMATON Pre-Req: ARTC 201	ARTQ 301 3 LEVEL GAME DESIGN	ARTQ 451 3 GAME DESIGN – CODING FOR GAME DEVELOPMENT Pre-Req: ARTC 371		FCWR 303 COMMUNICA FOR ART & DI Pre-Req: FCW	SIGN		15	
YEAR	SPRING	ARTC 400 3 THESIS PROPOSAL Pre-Req: ARTC 351	ARTH 201 3 ART HISTORY III	ARTQ 452 3 GAME DESIGN III — TECHNICAL ARTIST STUDIO Pre-Req: ARTC 371		ICXX 3XX* SEMINAR CI (ICBS, ICLT, II ICSS) Pre-Req: FCW	CPH, or		15	
YEAR 4	FALL	ARTC 405 3 THESIS PRODUCTION I Pre-Req: ARTC 400	ARTH 301 3 AESTHETICS	ARTQ 453 EMERGING TECHNOLOGIES FOR GAMES AND INTERACTIVE APPLICATIONS Pre-Req: ARTQ 452		SCIENCE CH (Any BIOL, C PHYS)			15	
	SPRING	ARTC 406 3 THESIS PRODUCTION II Pre-Req: ARTC 405	ARTC 410 PORTFOLIO Pre-Req: ARTC 405 Co-Req: ARTC 406	GENERAL 3 ELECTIVE		ICXX 3XX* SEMINAR CI (ICBS, ICLT, II ICSS) Pre-Req: FCW	CPH, or (ICBS, ICLT, ICPH, or ICSS)		15	
CRE	CREDITS 120									

Course names, numbers and/or pre-requisites are subject to change.