

B.A. Game Design Art 120 Credits

✓	Course	Title	Credits	Prerequisites
*Remedial Courses				
	MATH003	Intermediate Algebra	**3	None
	ENG050	Grammar and Composition	**3	None
First Academic Year (Fall, Spring, and Summer)				
	ART100	2D Design 1	3	None
	ART110	Sketching	3	None
	MATH115	College Algebra and Trigonometry	3	Placement Test or MATH003
	ENG100	English Composition	3	Placement Test or ENG050
	DAA106	Digital Imaging Concepts	3	ART100
	ART115	Figure Drawing 1	3	ART110
	ART212	Perspective and Rendering	3	ART110
	ART105	Color Theory	3	ART100
	General Education Course	Please see General Education	3	As Required
Second Academic Year (Fall, Spring, and Summer)				
	DAA240	Introduction to 3D Modeling	3	ART100
	ART120 or DAA320	Traditional Painting or Digital Painting	3	ART110 and ART105 or DAA106
	CS100	Introduction to Scripting: Python	3	None
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	DAA340	Modeling 1	3	DAA240
	GAM225	Introduction to Game Production	3	None
	BUS110, or BUS125, or BUS270	Principles of Management, or Business Law, or Project Management	3	None None ENG100
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required

*** Remedial classes are required when a placement test is not passed.**

**** Remedial class credits are not counted towards earning a degree.**

✓	Course	Title	Credits	Prerequisites
Third Academic Year (Fall, Spring, and Summer)				
	GAM235	Game Usability	3	GAM225
	GAM370	Environment Art	3	DAA340
	DAA245	Texturing	3	DAA240
	GAM295	Game Design 1	3	None
	General Education Course	Please see General Education	3	As Required
	DAA244	Introduction to 3D Animation Principles	3	DAA240
	DAA267	Character Rigging	3	DAA240
	GAM355	Level Design 1	3	DAA240 and CS100
	GAM376	Game Design 2	3	GAM295
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Fourth Academic Year (Fall, Spring, and Summer)				
	GAM415	Level Design 2	3	GAM355
	GAM475	Game Studio 1	3	Faculty Approval
	GAM360 or INT401 or Elective	Game Animation or Internship 1 or Advisor approved course	3	DAA244 or As required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	GAM476	Game Studio 2	3	Faculty Approval
	INT402 or Elective	Internship 2 or Advisor approved course	3	As required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required

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