

4-year Plan, Game Art

*Indicates prerequisite for later courses

Year 1 Fall Semester

DSN S 1310 Drawing	4
GAME 2020 Game Design Fundamentals	3
ENGL 1500 or General Ed	3
*Math 1400 (can skip through satisfactory placement assessment) or General Ed	3
GAME 2720 or GAME 2730	3
Total Credits	16

Year 1 Spring Semester

COMS 1270 Introduction to Programming	3
ARTIS 2120 Studio Fundamentals: Digital Media	3
GAME 2030 Introduction to Game Engines	3
ENGL 2500 or General Ed	3
*Math 1430 (can skip through satisfactory placement assessment) or General Ed	3
LIB 1600	1
Total Credits	16

Year 2 Fall Semester

GAME 2100 Game Career Development	2
ARTIS 2300 Drawing II	3
Game Design Exploratory Elective	3
ENGL 2500 or General Education	3
General Education or Elective	3
Total Credits	14

Year 2 Spring Semester

Game 2110 Gameplay and Game Analysis	3
Game Art Elective	3
Game Art Elective	3
Game Design Exploratory Elective	3
General Education or Elective	3
Total Credits	15

Year 3 Fall Semester

Game 3010 Game Design Workshop	3
Game Art Elective	3
Game Art Elective	3
General Education or Elective	3
General Education or Elective	3
Total Credits	15

Year 3 Spring Semester

Game Art Elective	3
Game Design Exploratory Elective	3
General Education or Elective	3
General Education or Elective	3

General Education or Elective	3
Total Credits	15

Year 4 Fall Semester

Game 4010 Game Design Capstone	6
Game Design Exploratory Elective	3
Focus Area Option or General Education or Elective	3
General Education or Elective	3
Total Credits	15

Year 4 Spring Semester

Game Art Elective	3
Focus Area Option or General Education or Elective	3
Focus Area Option or General Education or Elective	3
Focus Area Option or General Education or Elective	3
General Education or Elective	3
Total Credits	15
Total 4-year Credits	121