

**2022-2023 Degree Map-Bachelor of Fine Arts in Game and Interactive Media Design**

This map is a term-by-term sample course schedule. The milestones listed to the right of each term are designed to keep you on course to graduate in four years. The Sample Schedule serves as a general guideline to help you build a full schedule each term. See course descriptions and prerequisites at <http://www.atu.edu/catalog/>

**Employment Information: video game and entertainment industry, end-user interface positions, storyboarding, animation specialist, app development, or graduate studies in game design or digital media.**

#Prerequisite Courses: ENGL 0303 \_\_\_\_\_ MATH 0803 \_\_\_\_\_ MATH 1003 \_\_\_\_\_ MATH 0903 \_\_\_\_\_ MATH 1110 \_\_\_\_\_

**Sample Schedule**

**Milestones/Notes**

Semester 1	Hrs.	Grade	Semester 1
ENGL 1013 - Comp I (ACTS=ENGL 1013)	3	#	
GAME 1003 - Intro to Game Development	3		
MATH 1113 - College Algebra (ACTS=MATH 1103)	3	#	
TECH 1001- Orientation to the University	1		
ART 1303 - Introduction to Drawing	3		
General Elective (1000-4000)	3		General Electives cannot be art courses
<b>Total hours</b>	<b>16</b>	<b>GPA</b>	
Semester 2	Hrs.	Grade	Semester 2
ENGL 1023- Comp II (ACTS= ENGL 1023)	3	#	
Social Sciences	3		
ART 1403- Two-Dimensional Design	3		
ART 2213- Digital Skills for the Graphic Designer	3		
COMS 1013- Programming I	3		Prereq: # MATH 1113 or higher
COMS 1011- Programming I Lab	1		Pass/Fail
<b>Total hours</b>	<b>16</b>	<b>GPA</b>	
Semester 3	Hrs.	Grade	Semester 3
Fine Arts and Humanities	3		
ART 2103- Art History I (ACTS = ARTA2003)	3		
ART 3001-Sophomore Review	1		
GAME 2003 - Digital 3-D Foundations	3		
Science with Lab	4		
General Elective (3000-4000)	2		General Electives cannot be art courses
<b>Total hours</b>	<b>16</b>	<b>GPA</b>	
Semester 4	Hrs.	Grade	Semester 4
U.S. History/Government	3		
ENGL 2043-Creative Writing <b>OR</b> COMM 3163 Write Perform	3		
ART 2113- Art History II (ACTS = ARTA2013)	3		
COMS 2203 Programming II <b>OR</b>	3		COMS 2203 requires # in COMS 1013/1011
ART 2403 Color Design <b>OR</b> ART 2413 3D Design	3		
GAME 3013 Game Development I	3		Prereq: GAME 1003
<b>Total hours</b>	<b>15</b>	<b>GPA</b>	<b>ART ADVISOR ASSIGNED</b>

The Arkansas Course Transfer System (ACTS) is designed to assist in planning the academic progress of students. This system contains information about the transferability of courses within Arkansas public colleges and universities. The Arkansas Course Transfer System can be accessed at <https://www.adhe.edu/students-parents/colleges-universities/transfer-info.-for-students/>

Fine Arts and Humanities	U.S. History & Government
ART 2123 Experiencing Art (ACTS=ARTA1003)	HIST 1903 Survey of American History
MUS 2003 Introduction to Music (ACTS=MUSC1003)	HIST 2003 U.S. History to 1877 (ACTS=HIST2113)
TH 2273 Introduction to Theatre (ACTS=DRAM 1003)	HIST 2043 Honors U.S. History to 1877
ENGL 2173 Introduction to Film	HIST 2013 U.S. History since 1877 (ACTS=HIST2123)
JOUR 2173 Introduction to Film	POLS 2003 American Government (ACTS=PLSC2003)
ENGL 2183 Honors Introduction to Film	<b>Science with Lab</b>
ENGL 2003 Introduction to World Literature (ACTS=ENGL2113)	BIOL 1014- Intro. to Biological Science (ACTS= BIOL1004)
ENGL 2013 Intro. to American Literature (ACTS=ENGL2653)	BIOL/PHSC 1004- Principles of Environmental Science
ENGL 2023 Honors World Literature	GEOL 1014- Physical Geology (ACTS= GEOL 1114)
PHIL 2003 Introduction to Philosophy (ACTS=PHIL1103)	PHSC 1013/1021- Physical Sci/Lab (ACTS= PHSC 1004)
PHIL 2043 Honors Introduction to Philosophy	
PHIL 2053 Introduction to Critical Thinking (ACTS=PHIL 1003)	

**Sample Schedule**

**Milestones/Notes**

Semester 5	Hrs.	Grade	Semester 5
Social Sciences/Fine Arts/Humanities/Speech	3		
Science with Lab	4		
ART 3833- Animation Techniques	3		
GAME 3023-Game Development II	3		
GAME 4263-3D Modeling	3		
<b>Total hours</b>	<b>16</b>	<b>GPA</b>	

Semester 6	Hrs.	Grade	Semester 6
Social Sciences	3		
ART 3153-History of Digital Art	3		
ART 3253- Digital Illustration	3		
GAME 4633-3D Animation	3		
GAME 4803-Game Design Theory	3		
<b>Total hours</b>	<b>15</b>	<b>GPA</b>	<b>APPLY FOR GRADUATION</b>

Semester 7	Hrs.	Grade	Semester 7
Fine Arts and Humanities	3		
ART 3073 Intro to Sculpture <b>OR</b>	3		
ART 4233 Illustration Studio <b>OR</b> ART 3303 Drawn Studio I	3		
GAME 4013-Senior Game Project I	3		
ART or GAME Electives (1000-4000 level)	3		
ART or GAME Electives (3000-4000 level)	3		
<b>Total hours</b>	<b>15</b>	<b>GPA</b>	

Semester 8	Hrs.	Grade	Semester 8
GAME 4023-Senior Game Project II	3		<b>Graduation Requirements:</b> Min. hours 3000-4000 level courses: 40 No more than 4 PE activity hours Min. hours required:120 2.00+ GPA
GAME 4901-Professional Portfolio	1		
ART or GAME Electives (1000-4000 level)	4		
ART or GAME Electives (3000-4000 level)	3		
<b>Total Hours</b>	<b>11</b>	<b>GPA</b>	

General Electives: 3 hours (1000-4000 level); 2 (3000-4000 level)

# indicates a "C" or better is required

	Social Sciences
HIST 1503 World History to 1500 (ACTS=HIST1113)	SOC 1003 Introductory Sociology (ACTS=SOCI1013)
HIST 1513 World History since 1500 (ACTS=HIST1123)	PSY 2003 General Psychology (ACTS=PSYC1103)
HIST 1543 Honors World History to 1500	ANTH 1213 Intro. to Anthropology (ACTS=ANTH1013)
HIST 2003 U.S. History to 1877 (ACTS=HIST2113)	ANTH 2003 Cultural Anthropology (ACTS=ANTH2013)
HIST 2013 U.S. History since 1877 (ACTS=HIST2123)	GEOG 2013 Regional Geography of the World (ACTS=GEOG2103)
HIST 2043 Honors U.S. History to 1877	AMST 2003 American Studies
HIST 1903 Survey of American History	FIN 2013 Personal Finance
POLS 2003 American Government (ACTS=PLSC2003)	LEAD 1003 Introduction to Leadership
ECON 2003 Principles of Economics I (ACTS=ECON2103)	<b>Communication Courses</b>
ECON 2103 Honors Principles of Economics I	COMM 1003 Intro to Speech Comm
ECON 2013 Principles of Economics II (ACTS=ECON2203)	COMM 2003 Public Speaking
	COMM 2173 Business and Professional Speaking