

2016-17 Degree Map-Bachelor of 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/academics/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.

#Remedial Courses (if applicable): ENGL 0303 _____ ENGL 0404 _____ READ 0103 _____ MATH 0903 _____

Sample Schedule	Hrs.	Grade	Milestones/Notes
Semester 1			Semester 1
ENGL 1013 - Comp I (ACTS=ENGL 1013)	3	#	
MATH 1113 - College Algebra	3	#	
Science with a Lab	4		
ART 1001 - Introduction to Art	1		
ART 1303 - Introduction to Drawing	3		
Total hours	14	GPA	

Sample Schedule	Hrs.	Grade	Milestones/Notes
Semester 2			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 1403- Orientation to Computing, Info, & Tech	3		
COMS 1411- Computer and Information Science Lab	1		
Total hours	16	GPA	
Semester 3			Semester 3
Fine Arts and Humanities	3		
Social Sciences	3		
Social Sciences/Fine Arts/Speech	3		
ART 2223 - History of Digital Art	3		
COMS 2104- Foundations of Computer Prog. I	4		
Total hours	16	GPA	

Sample Schedule	Hrs.	Grade	Milestones/Notes
Semester 4			Semester 4
Fine Arts & Humanities	3		
U.S. History/Government	3		
Science with a Lab	4		
ART 2303 - Figure Drawing	3		Offered: Spring
COMS 2203- Foundations of Computer Prog II	3		
Total hours	16	GPA	ART ADVISOR ASSIGNED

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 <http://acts.adhe.edu/>

Fine Arts and Humanities ART 2123 Experiencing Art (ACTS=ARTA1003) MUS 2003 Introduction to Music (ACTS=MUSC1003) TH 2273 Introduction to Theatre (ACTS=DRAM 1003) ENGL 2173 Introduction to Film JOUR 2173 Introduction to Film ENGL 2003 Introduction to World Literature (ACTS=ENGL2113) ENGL 2013 Intro. to American Literature (ACTS=ENGL2653) ENGL 2023 Honors World Literature PHIL 2003 Introduction to Philosophy (ACTS=PHIL1103) PHIL 2043 Honors Introduction to Philosophy	U.S. History & Government HIST 1903 Survey of American History HIST 2003 U.S. History to 1877 (ACTS=HIST2113) HIST 2043 Honors U.S. History to 1877 HIST 2013 U.S. History II (ACTS=HIST2123) POLS 2003 American Government (ACTS=PLSC2003) Science with Lab BIOL 1014- Intro. to Biological Science (ACTS= BIOL1004) BIOL/PHSC 1004- Principles of Environmental Science GEOL 1014- Physical Geology (ACTS= GEOL 1114) PHSC 1013/1021- Physical Sci/Lab (ACTS= PHSC 1004)
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Sample Schedule	Hrs.	Grade	Milestones/Notes
Semester 5			Semester 5
ENGL 2043-Creative Writing <u>or</u> COMM 3163 Write Perform*	3		Choice impacts # of UD Electives
ART 4623- Animation Techniques	3		
ART 3253- Digital Illustration	3		
GAME 3013 Game Development I	3		Offered: Fall
General Elective	3		
Total hours	15	GPA	

Sample Schedule	Hrs.	Grade	Milestones/Notes
Semester 6			Semester 6
GAME 3023-Game Development II	3		Offered: Spring
GAME 4263-3D Modeling	3		Offered: Spring
GAME 4633-3D Animation	3		Offered: Spring
General Elective	3		
General Elective	3		
Total hours	15	GPA	APPLY FOR GRADUATION
Semester 7			Semester 7
GAME 4013-Senior Game Project I	3		Offered: Fall
GAME 4803-Game Design Theory	3		
General Elective	3		
General Elective (3000-4000 level)*	3		See note in Semester 5
General Elective (3000-4000 level)	3		
Total hours	15	GPA	

Sample Schedule	Hrs.	Grade	Milestones/Notes
Semester 8			Semester 8
GAME 4013-Senior Game Project II	3		Offered: Spring
GAME 4901-Professional Portfolio	1		
General Elective (3000-4000 level)	3		Graduation Requirements: Min. hours 3000-4000 level courses: 40 No more than 4 PE activity hours Min. hours required:120 2.00+ GPA
General Elective (3000-4000 level)	3		
General Elective	3		
Total Hours	13	GPA	
General Electives: 15 or 18 hours (1000-4000 level); 12 or 9 hours (3000-4000)*			

120 Total Hours

indicates a "C" or better is required

HIST 1503 World Civilization to 1500 (ACTS=HIST1113) HIST 1513 World Civilization since 1500 (ACTS=HIST1123) HIST 1543 Honors World Civilization to 1500 HIST 2003 U.S. History to 1877 (ACTS=HIST2113) HIST 2013 U.S. History since 1877 (ACTS=HIST2123) HIST 2043 Honors U.S. History to 1877 HIST 1903 Survey of American History POLS 2003 American Government (ACTS=PLSC2003)	Social Sciences ECON 2013 Principles of Economics II (ACTS=ECON2203) SOC 1003 Introductory Sociology (ACTS=SOCI1013) PSY 2003 General Psychology (ACTS=PSYC1103) ANTH 1213 Intro. to Anthropology (ACTS=ANTH1013) ANTH 2003 Cultural Anthropology (ACTS=ANTH2013) GEOG 2013 Regional Geography of the World (ACTS=GEOG2103) AMST 2003 American Studies Speech Courses SPH 1003 Intro. to Speech Com. (ACTS=SPCH1003) SPH 2003 Public Speaking SPH 2173 Business and Professional Speaking
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