

## 2018-2019 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 \_\_\_\_\_ ENGL 0404 \_\_\_\_\_ READ 0103 \_\_\_\_\_ MATH 0803 \_\_\_\_\_ MATH 1003 \_\_\_\_\_ MATH 0903 \_\_\_\_\_ MATH 0900 \_\_\_\_\_ MATH 1110 \_\_\_\_\_

Sample Schedule	Milestones/Notes		
Semester 1	Hrs.	Grade	Semester 1
ENGL 1013 - Comp I (ACTS=ENGL 1013)	3	#	
Science with a Lab	4		
MATH 1113 - College Algebra	3	#	
ART 1001 - Introduction to Art	1		
ART 1303 - Introduction to Drawing	3		
<b>Total hours</b>	<b>14</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 1403- Orientation to Computing, Info, & Tech	3		
COMS 1411- Computer and Information Science Lab	1		
<b>Total hours</b>	<b>16</b>	<b>GPA</b>	

Semester 3	Hrs.	Grade	Semester 3
Fine Arts and Humanities	3		
ENGL 2043-Creative Writing or COMM 3163 Write Perform	3		
ART 2103- Art History I (ACTS = ARTA2003)	3		
GAME 2003 - Digital 3-D Foundations	3		
COMS 2104- Foundations of Computer Prog. I	4		
<b>Total hours</b>	<b>16</b>	<b>GPA</b>	

Semester 4	Hrs.	Grade	Semester 4
U.S. History/Government	3		
Science with a Lab	4		
ART 2113- Art History II (ACTS = ARTA2013)	3		
ART 3001-Sophomore Review	1		
ART 3253- Digital Illustration	3		
COMS 2203- Foundations of Computer Prog II	3		
<b>Total hours</b>	<b>17</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 <http://acts.adhe.edu/>

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 2003 Introduction to World Literature (ACTS=ENGL2113)	<b>Science with Lab</b>
ENGL 2013 Intro. to American Literature (ACTS=ENGL2653)	BIOL 1014- Intro. to Biological Science (ACTS= BIOL1004)
ENGL 2023 Honors World Literature	BIOL/PHSC 1004- Principles of Environmental Science
PHIL 2003 Introduction to Philosophy (ACTS=PHIL1103)	GEOL 1014- Physical Geology (ACTS= GEOL 1114)
PHIL 2043 Honors Introduction to Philosophy	PHSC 1013/1021- Physical Sci/Lab (ACTS= PHSC 1004)
PHIL 2053 Introduction to Critical Thinking (ACTS=PHIL 1003)	

Sample Schedule	Milestones/Notes		
Semester 5	Hrs.	Grade	Semester 5
Social Sciences/Fine Arts/Speech	3		
ART 3153-History of Digital Art	3		
ART 3833- Animation Techniques	3		
GAME 3013 Game Development I	3		
GAME 4263-3D Modeling	3		
<b>Total hours</b>	<b>15</b>	<b>GPA</b>	

Semester 6	Hrs.	Grade	Semester 6
Social Sciences	3		
Fine Arts and Humanities	3		
GAME 3023-Game Development II	3		
GAME 4633-3D Animation	3		
General Elective (3000-4000 level)	2		
<b>Total hours</b>	<b>14</b>	<b>GPA</b>	<b>APPLY FOR GRADUATION</b>

Semester 7	Hrs.	Grade	Semester 7
ART 2303 or ART 3303 or ART 4233	3		
GAME 4013-Senior Game Project I	3		
GAME 4803-Game Design Theory	3		
ART or GAME Elective (3000-4000 level)	3		See note in Semester 3
ART or GAME Elective (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		Offered: Spring
GAME 4901-Professional Portfolio	1		<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
ART or GAME Elective (3000-4000 level)	3		
ART or GAME Elective (3000-4000 level)	3		
General Elective	3		
<b>Total Hours</b>	<b>13</b>	<b>GPA</b>	
General Electives: 3 hours (1000-4000 level); 2 (3000-4000 level)*			

**120 Total Hours**

# indicates a "C" or better is required

Social Sciences
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)
ECON 2003 Principles of Economics I (ACTS=ECON2103)
ECON 2103 Honors Principles of Economics I
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
<b>Speech Courses</b>
SPH 1003 Intro to Speech Comm
SPH 2003 Public Speaking
SPH 2173 Business and Professional Speaking