

# DEPARTMENT OF ART

## BACHELOR OF FINE ARTS IN GAME AND INTERACTIVE MEDIA DESIGN

The Game and Interactive Media Design degree introduces students to the cutting edge of visual communication arts and the latest in the interactive digital technology sciences. The program prepares students for work in the video game and entertainment industries as well as a broad range of fields requiring skills in animation, simulation, programming, web design, editing, mobile application development, interactive environment construction, and story formation.

### Curriculum

The matrix below is a sample plan for all coursework required for this program.

#### Freshman

Fall	Credits
ENGL 1013 Composition I <sup>1</sup>	3
GAME 1003 Intro to Game Development	3
MATH 1113 College Algebra	3
TECH 1001 Orientation to the University	1
ART 1303 Introduction to Drawing	3
Elective (1000-4000 level)	3
<b>Total Hours</b>	<b>16</b>

Spring	Credits
ENGL 1023 Composition II <sup>1</sup>	3
SS 1XXX Social Science Courses <sup>1</sup>	3
ART 1403 Two-dimensional Design	3
ART 2213 Digital Skills	3
COMS 1011 Programming Foundations I Lab and COMS 1013 Programming Foundations I	4
<b>Total Hours</b>	<b>16</b>

#### Sophomore

Fall	Credits
FAH 1XXX Fine Arts and Humanities Courses <sup>1</sup>	3
ART 2103 Art History I	3
ART 3001 Sophomore Review	1
GAME 2003 Digital 3-D Foundations	3
SCIL 1XXX Science with Laboratory <sup>1</sup>	4
General Elective (3000-4000 level) <sup>2</sup>	2
<b>Total Hours</b>	<b>16</b>

Spring	Credits
USHG 1XXX U.S. History and Government <sup>1</sup>	3
ENGL 2043 Introduction to Creative Writing or COMM 3163 Writing for Performance	3
ART 2113 Art History II	3
COMS 2203 Programming Foundations II, ART 2403 Color Design, or ART 2413 Three-dimensional Design	3
GAME 3013 Game Development I	3
<b>Total Hours</b>	<b>15</b>

**Junior**

Fall	Credits
SFHS 1XXX Social Sciences/Fine Arts/Humanities/Communication Courses <sup>1</sup>	3
SCIL 1XXX Science with Laboratory <sup>2</sup>	4
ART 3833 Animation Techniques	3
GAME 3023 Game Development II	3
GAME 4263 3D Modeling	3
<b>Total Hours</b>	<b>16</b>

Spring	Credits
SS 1XXX Social Science Courses <sup>1</sup>	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>

**Senior**

Fall	Credits
FAH 1XXX Fine Arts and Humanities Courses <sup>1</sup>	3
ART 3073 Introduction to Sculpture or ART 4233 Illustration Studio or ART 3303 Drawing Studio I	3
GAME 4013 Senior Game Project I	3
ART or GAME Elective (1000-4000 level)	3
ART or GAME Elective (3000-4000 level)	3
<b>Total Hours</b>	<b>15</b>

Spring	Credits
GAME 4023 Senior Game Project II	3
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>

<sup>1</sup>See appropriate alternatives or substitutions in "General Education Requirements".

<sup>2</sup>General electives cannot include art courses.