

Name:	_____
Student ID#:	_____
Year Entered:	_____
Advisor Name:	_____
Transfer (Y/N):	_____
Minor:	_____
DATE:	_____

Students should plan to take 15 credits (5 courses) each semester.

First Year	Semester Completed	Credits
FALL		
FNDN 110L Safety Lab	_____	0.0
FNDN 110 2D Design	_____	3.0
FNDN 120 Digital I	_____	3.0
FNDN 130 Observational Drawing	_____	3.0
FNDN 150 Studio Discovery	_____	3.0
WR 101 Writing & Inquiry I	_____	3.0
SPRING		
FNDN 111 3D Design	_____	3.0
FNDN 121 Digital II	_____	3.0
FNDN 131 Life Drawing	_____	3.0
WR 102 Writing & Inquiry II	_____	3.0
AC 150 Critical Issues in Visual Culture	_____	3.0
	30	Total Credit Hours

Second Year	Semester Completed	Credits
FALL		
ANIM 201 Concept Development I (GAME)	_____	3.0
GAME 215 Intro Game Design	_____	3.0
GAME 345 Intro 3D Modeling	_____	3.0
GDS 200 Graphic Design for Non Majors	_____	3.0
SPRING		
ANIM 209 Intro to Animation (GAME)	_____	3.0
GAME 216 Intro Video Game Dev	_____	3.0
GAME 322 Intro to Game Dev	_____	3.0
GAME 347 3D Texture Mapping & Digital Lighting	_____	3.0
EITHER - Choose two for FA and one for SP		
WR 203 Writing & Inquiry III	_____	3.0
AC 250 Themes & Movements in Art Design History	_____	3.0
	30	Total Credit Hours

Third Year	Semester Completed	Credits
FALL		
GAME 318 Game Testing + Level Design	_____	3.0
GAME 320 Game Dev Pipeline: Team Base Proj (EP)	_____	3.0
GAME 305 3D Animation for Game Engines	_____	3.0
PPEL398A/398B/398C Professional Practices	_____	3.0
SPRING		
GAME 321 Environment Design in Game Engines	_____	3.0
GAME 430 Virtual + Aug Reality Aesthetics + Design	_____	3.0
WR 318 Screenwriting	_____	3.0
EITHER - Choose one for FA and two for SP		
Open Elective	_____	3.0
Liberal Arts Distribution Requirement	_____	3.0
Liberal Arts Distribution Requirement	_____	3.0
	30	Total Credit Hours

Fourth Year	Semester Completed	Credits
FALL		
GAME 401 BFA Research & Preparation	_____	3.0
SPRING		
GAME 408 Serious Game Design	_____	3.0
IME 402 BFA Thesis & Exhibition	_____	3.0
EITHER - Choose four for FA and three for SP		
Open Elective	_____	3.0
Open Elective	_____	3.0
Open Elective	_____	3.0
Liberal Arts Distribution Requirement	_____	3.0
Liberal Arts Distribution Requirement	_____	3.0
Liberal Arts Distribution Requirement	_____	3.0
Liberal Arts Distribution Requirement	_____	3.0
	30	Total Credit Hours

Liberal Arts Distribution Requirements (all are required for graduation):

1 Contemporary Art Craft & Design History	_____	
1 Open Art Craft & Design History	_____	
1 Writing Intensive	WR 318 Screenwriting	Pre-reqs: WR 101, WR 102, WR 203
1 Humanities/Cultural Studies	_____	
1 Quantitative Reasoning	_____	
1 Social Science	_____	
1 Natural Science	_____	
1 Open Liberal Arts	_____	

Note: A minimum of 3 credits of Engaged Practice (EP) are required for graduation, through courses, internships, or independent pathways. EP courses are noted on degree audit sheets, and in the catalog and semester schedules, with an (EP) following the course title.

Note: An optional 3-credit summer internship to be taken either during the summer between the Sophomore and Junior or the Junior and Senior year.