

Game Design (GAME)

Foundation Fall	Credits	Foundation Spring	Credits
FND103D Digital Color	1.5	FND104 Digital Synthesis	3
FND103M Material Color	1.5	FND108 Design II	3
FND107 Design I	3	FND118 Drawing II	3
FND107L Design Woodshop Lab	0	FND130 Environmental Studio Elective	3
FND117 Drawing I	3	ACD104 Art History II: 18th C–1945	3
FND140A Charette:		LLC102 Writing + Inquiry II:	
Collaboration + Community	1.5	Research + Intellectual Traditions	3
FND140B Charette: Self + Other Voices	1.5	Total Credit Hours	18
ACD103 Art History I: Ancient-18th C:	3	Point of major application	
LLC101 Writing + Inquiry I:			
Basic Composition + Contemp Ideas	3		
Total Credit Hours	18		

* The following liberal arts distribution elective categories must be completed for graduation:

- 1 Art/Craft/Design History or Theory Elective
- 1 Non-Western or Cross-Cultural Art/Craft/Design History or Theory Elective
- 1 Advanced Writing-Intensive Elective: *LLC318 Screenwriting*
- 1 Humanities or Lit/Language/Comp Elective:
- 1 Social or Natural Science Elective or CWRU General Studies Course
- 1 Open Liberal Arts Elective or CWRU General Studies Course:

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

Effective for the 2015–16 Academic Year.

Note: A 3-credit Engaged Practice experience is required for graduation. Please [see page 60](#) for more info.

Sophomore Fall	Credits	Sophomore Spring	Credits
GAME215 Intro to Game Design	3	GAME216 Intro to Video Games	3
ANIM209 Animation I	3	ANIM201 Concept Development	3
GDS200 Graphic Design for Non-Majors	3	ANIM220 Drawing for Animation	3
ACD203 Art History III: 1945–Present	3	GAME345 Intro to 3D Modeling	3
LLC203 Writing+Inquiry III:		ACD486 Media Arts+Visual Culture	
Narrative Forms <i>or</i>		(post-1960s elective)	3
Liberal Arts Elective *	3	LLC203 Writing+Inquiry III: Narrative Forms	
Total Credit Hours	15	(if not taken Fall)	
		<i>or</i> Liberal Arts Elective *	3
		Total Credit Hours	18

Junior Fall	Credits	Junior Spring	Credits
GAME318 Level Design	3	GAME321 Game Media Production II	3
GAME320 Game Media Production I	3	GAME322 Introduction to	
ANIM307A Introduction to 3D Animation	3	Game Development	3
IME211 Sound Design	3	GAME347 Digital Texture+Lighting	3
Liberal Arts Elective	3	Liberal Arts Elective *	3
GEN398 Professional Practices	3	Liberal Arts Elective *	3
Total Credit Hours	18	Total Credit Hours	15

Senior Fall	Credits	Senior Spring	Credits
GAME401 BFA Preparation	3	IME402 BFA Statement + Exhibition	3
GAME420 Game Media Production III	3	GAME421 Game Media Production IV	3
GAME430 Special VFX/Simulation +		GAME408 Serious Game Design	
Virtual Reality	3	<i>or</i> Open Studio Elective	3
Open Studio Elective	3	Open Studio Elective	3
Social/Natural Science Liberal Arts Elective		Liberal Arts Elective *	3
<i>or</i> CWRU General Studies Course *	3	Total Credit Hours	15
Total Credit Hours	15		