

Game Design (GAME)

Major Requirements* 60 Credits

ANIM201	Concept Development	3
ANIM209	Animation I	3
ANIM220	Drawing for Animation	3
ANIM307A	Introduction to 3D Animation	3
GAME215	Introduction to Game Design	3
GAME216	Introduction Video Games	3
GAME318	Level Design	3
GAME320	Game Media Production I (EP)	3
GAME321	Game Media Production II	3
GAME322	Introduction to Game Development	3
GAME345	Intro to 3D Modeling	3
GAME347	Digital Texture & Lighting: Game Design Section	3
GAME401	BFA Preparation	3
GAME420	Game Media Production III	3
GAME421	Game Media Production IV	3
GAME430	Special VFX/Simulation & Virtual Reality	3
GDS200	Graphic Design For Non Majors	3
IME211	Sound Design	3
IME402	BFA Statement & Exhibition	3
PPEL398A/B/C	Professional Practices	3

Foundation Requirements 33 Credits

ACD103	Art History I: Ancient-18th C	3
FND103D	Digital Color	1.5
FND103M	Material Color	1.5
FND104	Digital Synthesis	3
FND107	Design I	3
FND107L	Design Woodshop Lab	0
FND108	Design II	3
FND117	Drawing I	3
FND118	Drawing II	3
FND130	Environmental Studio Elective	3
FND140A	Charette: Collaboration & Community	1.5
FND140B	Charette: Self & Other Voices	1.5
LLC101	Writing & Inquiry I: Basic Comp & Contemp Ideas	3
LLC102	Writing & Inquiry II: Research & Intellect Traditions	3

Additional Requirements 24 Credits

These courses need to be completed during your sophomore, junior, or senior year:

ACD104	Art History II: 18th C-1945	3
ACD203	Art History III: 1945-Present	3
ACD486	Media Arts & Visual Culture (post-1960s elective)	3
LLC203	Writing & Inquiry III: Narrative Forms	3
3 (three)	Open Studio Elective	9
	<i>One may be fulfilled by</i>	
	<i>GAME/BMA308 Serious Game Design</i>	
1 (one)	Open Liberal Arts Elective or CWRU General Studies Course	3

Liberal Arts Distributive Elective Requirements 15 Credits

These additional elective course requirements need to be completed during your sophomore, junior, or senior year:

LLC318	Screenwriting (for LLC req)	3
1 (one)	Art/Craft/Design History or Theory (ACD)	3
1 (one)	Non-Western or Cross-Cultural Art/Craft/Design History or Theory (ACD)	3
1 (one)	Humanities or Lit/Language/Comp (LLC)	3
1 (one)	Social or Natural Science (SNS)	3

Notes:

A minimum of 3 credits designated Engaged Practice (EP) is required for graduation, through courses, internships, or independent pathways. EP courses are noted with an (EP) following the title.

Optional 3-credit internship to be taken during the summer between Sophomore and Junior year or between Junior and Senior year.

*These courses require a "C" or higher grade