

**FIRST YEAR EXPERIENCE REQUIREMENTS**

COURSE	COURSE #	CREDITS	NOTES
Forum I	FF 111	3.0	
Forum II	FF 112	3.0	
Color/Design <i>Color/Design/Process or Color/Design/Pattern</i>	FF 120A/B	3.0	
Form/Space <i>Prototype/Situate/Fabricate or Body/World/Machine</i>	FF 130A/B	3.0	
Systems/Time <i>Haptics and Optics or Cartographies</i>	FF 140A/B	3.0	
Drawing: Tradition and Innovation	FF 161	3.0	
Drawing: Contemporary Practices	FF 162	3.0	
First Year Experience Elective		3.0	

**LIBERAL ARTS REQUIREMENTS**

COURSE	COURSE #	CREDITS	NOTES
Art Matters	AH 100	3.0	
Modernism and After	AH 201	3.0	
Art History Elective	AH	3.0	
Art History Elective	AH	3.0	
Art History Elective	AH	3.0	
Frameworks: Themes in Humanistic Studies	HMST 101	3.0	
Humanistic Studies/Literature Elective (any level)		3.0	
Humanistic Studies/Literature Elective (300 or 400 level)		3.0	
Intellectual History I	-IH1	3.0	
Intellectual History II	-IH2	3.0	
Science/Math	NSCI	3.0	
Theory	-TH	3.0	
Academic Elective <i>Writing Workshop, if required</i>		3.0	
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## GAME DESIGN MAJOR REQUIREMENTS

COURSE	COURSE #	CREDITS	NOTES
Game/Play	GMD 200	3.0	
2D Game Design	GMD 230	3.0	
Narrative Design	GMD 231	3.0	
3D Game Design	GMD 240	3.0	
Game Design Special Topics, Internship, or Undergraduate Teaching Assistantship	GMD 298, INT 402, or PD 390	3.0	
Level Design	GMD 320	3.0	
Advanced 2D Game Design	GMD 330	3.0	
Advanced 3D Game Design	GMD 340	3.0	
Senior Project Studio I	GMD 498	6.0	
Senior Project Studio II	GMD 499	6.0	
Studio Elective		3.0	
Studio Elective		3.0	
Studio Elective		3.0	
Studio Elective		3.0	
Studio Elective		3.0	
Studio Elective		3.0	

Total Degree Credits 120.0

If a Studio and Humanistic Studies major, a minor in the Liberal Arts, or the MAT preparatory curriculum is chosen, the total credits would be 126.0.