

**CLEVELAND INSTITUTE OF ART ADVISING WORKSHEET**

**GAME**

Entered 2021-2022

Transfer

NAME: \_\_\_\_\_

Freshman Fall 2021		Credits
FNDN110L Safety Lab	0.0	_____
FNDN110 2D Design	3.0	_____
FNDN120 Digital I	3.0	_____
FNDN130 Observational Drawing	3.0	_____
FNDN150 Studio Discovery	3.0	_____
LLC101 Writing & Inquiry I	3.0	_____
<b>Total Credit Hours</b>	<b>15</b>	

Freshman Spring 2022		Credits
FNDN111 3D Design	3.0	_____
FNDN121 Digital II	3.0	_____
FNDN131 Life Drawing	3.0	_____
ACD150 Critical Issues in Visual Culture	3.0	_____
LLC102 Writing & Inquiry II	3.0	_____
<b>Total Credit Hours</b>	<b>15</b>	

Sophomore Fall 2022		Credits
GAME215 Introduction Game Design	3.0	_____
GAME345 Introduction to 3D Modeling	3.0	_____
ANIM201 Concept Development I (GAME)	3.0	_____
GDS200 Graphic Design for Non-Majors	3.0	_____
ACD250 Themes & Movements in Art Design History <b>OR</b>		
LLC 203 Writing & Inquiry III	3.0	_____
<b>Total Credit Hours</b>	<b>15</b>	

Sophomore Spring 2023		Credits
GAME216 Introduction to Video Game Development	3.0	_____
GAME322 Introduction to Game Development	3.0	_____
GAME347 3D Texture Mapping Digital Lighting	3.0	_____
ANIM209 Intro to Animation (GAME)	3.0	_____
ACD250 Themes & Movements in Art Design History <b>OR</b>		
LLC 203 Writing & Inquiry III	3.0	_____
<b>Total Credit Hours</b>	<b>15</b>	

Junior Fall 2023		Credits
GAME318 Level Design	3.0	_____
GAME320 Game Media Production I (EP)	3.0	_____
ANIM307A Intro to 3D Design	3.0	_____
PEEL398A/398B/398C Professional Practices	3.0	_____
Liberal Arts Distribution Requirement*	3.0	_____
<b>Total Credit Hours</b>	<b>15</b>	

Junior Spring 2024		Credits
GAME321 Game Media Production II	3.0	_____
GAME430 VFX/ Simulation & Virtual Real	3.0	_____
Open Studio Elective†	3.0	_____
LLC318 Screenwriting (LLC Writing Intensive*)	3.0	_____
Liberal Arts Distribution Requirement*	3.0	_____
<b>Total Credit Hours</b>	<b>15</b>	

Senior Fall 2024		Credits
GAME401 BFA Research & Preparation	3.0	_____
Open Studio Elective†	3.0	_____
Open Studio Elective†	3.0	_____
Liberal Arts Distribution Requirement*	3.0	_____
Liberal Arts Distribution Requirement*	3.0	_____
<b>Total Credit Hours</b>	<b>15</b>	

Senior Spring 2025		Credits
GAME408 Serious Game Deaign	3.0	_____
IME402 BA Thesis & Exhibition (GAME)	3.0	_____
Open Studio Elective†	3.0	_____
Liberal Arts Distribution Requirement*	3.0	_____
Liberal Arts Distribution Requirement*	3.0	_____
<b>Total Credit Hours</b>	<b>15</b>	

† **Open Studio Elective-** Any studio course for which a major program allows students outside of their major to enroll **OR** any studio course designated as an elective within the student's major.

* Liberal Arts Distribution Requirements (all required for graduation):	
1 Contemporary Art Craft & Design History (ACD) fulfilled with an ACD3xx course	_____
1 Open Art Craft & Design History (ACD) fulfilled with an ACD3xx <b>OR</b> ACD4xx course	_____
1 Humanities/Cultural Studies	_____
1 Quantitative Reasoning	_____
1 Social or Natural Science	_____
1 Open Liberal Arts	_____
1 LLC Writing Intensive (Pre-req, LLC101, LLC102, LLC203)	_____ <a href="#">LLC318 Screenwriting</a> _____

**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.

**July 2021**