

| | |
|-----------------|-------|
| 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 111L Safety Lab | _____ | 0.0 |
| 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 | | |
| GAME 215 Tabletop Game Design | _____ | 3.0 |
| GAME 345 3D Modeling for Game Engines | _____ | 3.0 |
| GDS 200 Graphic Design for Non Majors | _____ | 3.0 |
| SPRING | | |
| GAME 210 2D Animation for Game Engines | _____ | 3.0 |
| GAME 216 2D Game Design | _____ | 3.0 |
| GAME 322 3D Game Engines | _____ | 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 |
| Liberal Arts Distribution Requirement | _____ | 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.