

Game Development Concentration Degree Plan (Updated)

First Term				
✓	Class	Title	Cr	Prerequisite
	DAA100	2D Design I	3	None
	HUM120	Nature and History of Western Art	3	None
	DAA110	Sketching	3	None
	MAT115	Basic Topics in Math	3	Placement Test
	ENG100	English Composition	3	Placement Test
Second Term				
✓	Class	Title	Cr	Prerequisite
	DAA115	Figure Drawing I	3	DAA110 Sketching
	DAA106	Digital Imaging Concepts	3	DAA100 2D Design, DAA105 Color (may be taken together)
	DAA105	Color Theory	3	DAA100 2D Design I
	SCI100	Basic Concepts of Physics	3	MATH115 Basic Topics Math
	DAT110	Desktop Production Fundamentals	3	None
Third Term				
✓	Class	Title	Cr	Prerequisite
	DAA230	Intro to Sculpture	3	DAA115 Figure Drawing
	DAA240	Intro to 3D Modeling (orig. 6 cr in exams, moved 3 to DAA340)	3	DAA230 Sculpture (may be taken together)
	DAA212	Perspective and Rendering	3	DAA110 Sketching
	HUM200	History of the Modern World	3	ENG100English
	ENG228 or ENG227	Creative Writing Scriptwriting	3	ENG100
Fourth Term				
✓	Class	Title	Cr	prerequisite
	DAA245	Texturing	3	DAA106 Image Concepts, DAA240 Intro to 3D Modeling
	DAA109 Or DAA264	Web Design Drawing Animation I	3	DAA100 Design I DAA115 Figure Draw, DAA212 Perspective & Rendering (may be taken together)
	DMP230	Video Editing	3	DAA100 2D Des I, DAT100 Desk Prod Fundamentals
	HUM122 or HUM125	World Music Music in Western Cultures	3	None
	HUM227 Or HUM230	Film History History of Animation (sub for HUM 361)	3	ENG100English
	Elective	Scripting or Prog Language	3	As required

Game Development Concentration Continued

Fifth Term				
✓	Class	Title	Cr	prerequisite
	DAA108	Intro to Photography	3	DAA100 2D Design I
	DAA270	Illustration I	3	DAA105 Color, DAA115 Fig Draw I
	SSC200	U.S. Government	3	ENG100
	DAA207	Creativity and Content Development	3	HUM120 or HUM130
	DAA350	Game Design 1 (Formerly Game1)	3	
Sixth Term				
✓	Class	Title	Cr	prerequisite
	DAA355	Level Design 1 (Formerly Game 2)	3	Scripting/language, DAA240 Intro to 3D Modeling, DAA350 Game 1
	DAA340	Modeling I	3	DAA240 Intro 3D Modeling
	DAA310	Storyboarding	3	DAA115 Fig Draw, DAA212 Per & Rend, DMP230 Video Ed
	ENG310 or ENG320	Classics of Western Drama Classis of World Drama	3	ENG227 or ENG228, HUM120 or 130, HUM 122 or 125 ENG227 or ENG228, HUM227 or 230
	HUM361	Contemporary Ethical Issues (subbed by History of Anim)	3	HUM200 History Mod World, SSC200 US Gov, ENG227 or ENG228
Seventh Term				
✓	Class	Title	Cr	prerequisite
	DAA3xx or ELECT	Game Studio or Project Course	3	DAA450 Game Dev & Prod. (Concurrent)
	DAA450	Game Dev. & Prod. (Formerly Game 3)	3	
	SCI200	General Science: Principles & Trends	3	SCI 100
	HUM400	Gen Education Capstone Project	3	ENG310 or ENG320
	DAA3xx	Game Design 2	3	DAA350 Game Design 1
Eighth Term				
✓	Class	Title	Cr	prerequisite
	DAA475 or ELECT	Game Studio or Project Course	3	DAA450 Game Dev & Prod.
	SSC332	Global Political Economics	3	HUM200 History Mod World, SSC200 US Gov
	ELECT	Upper Division Elective	3	As required
	ELECT	Upper Division Elective	3	As required
	DAA3xx	Level Design 2	3	DAA355 Level Design 1