

B.A. Game Design Art 120 Credits

✓	Course	Title	Credits	Prerequisites
*Remedial Courses				
	MATH003	Intermediate Algebra	**3	None
	ENG050	Grammar and Composition	**3	None
First Term				
	DAA100	2D Design 1	3	None
	DAA110	Sketching	3	None
	MATH115	College Algebra and Trigonometry	3	Placement Test or MATH003
	ENG100	English Composition	3	Placement Test or ENG050
Second Term				
	DAA106	Digital Imaging Concepts	3	DAA100
	DAA115	Figure Drawing 1	3	DAA110
	DAA212	Perspective & Rendering	3	DAA110
	DAA105	Color Theory	3	DAA100
	General Education Course	Please see General Education	3	As Required
Third Term				
	DAA240	Introduction to 3D Modeling	3	DAA100 2D Design 1
	DAA120 or DAA320	Traditional Painting or Digital Painting	3	DAA110 and DAA105 or DAA106
	SWE101	Introduction to Scripting: Python for Non- Programmers	3	None
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Fourth Term				
	DAA340	Modeling 1	3	DAA240
	GAM225	Introduction to Game Production	3	None
	DMM110 or DMM125 or DMM130 or DMM270	Beta Business From The Ground Up 1 or Cover Your Assets or Digital Media Creativity or Project Management	3	None
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required

** Remedial classes are required when a placement test is not passed.*

*** Remedial class credits are not counted towards earning a degree.*

✓	Course	Title	Credits	Prerequisites
Fifth Term				
	GAM235	Game Usability	3	GAM225
	GAM370	Environment Art	3	DAA340
	DAA245	Texturing	3	DAA240
	GAM350	Game Design 1	3	ENG100
	General Education Course	Please see General Education	3	As Required
Sixth Term				
	DAA244	Introduction to 3D Animation Principles	3	DAA240
	DAA267	Character Rigging	3	DAA240
	GAM355	Level Design 1	3	DAA240 & SWE101
	GAM376	Game Design 2	3	GAM350
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Seventh Term				
	GAM415	Level Design 2	3	GAM355
	GAM475	Game Studio 1	3	Faculty Approval
	GAM360 or INT401 or Elective	Game Animation or Internship 1 or Any Advisor approved course	3	DAA244 or As required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Eighth Term				
	GAM476	Game Studio 2	3	Faculty Approval
	INT402 Or Elective	Internship 2 or Any Advisor approved course	3	As required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required

** Remedial classes are required when a placement test is not passed.*

*** Remedial class credits are not counted towards earning a degree.*