Bachelor of Applied Arts in Media Arts Check Sheet   2019-2020 Catalog

Game Design track (120 Credits required)   *Rev 1/16/2019*

Name _____   ID _____

General Education Requirements (30 credits)

Tier 1 Foundation Courses (C- or better)   *Tier 2 Introductory Courses*

ENGL 101	College English I	3	Humanities, choose 1 course	3
ENGL 102	College English II	3	Social/Behavioral Sciences, choose 1 course	3
MATH 111	College Algebra	3	Mathematics & Natural Sciences, choose 1 course	3
COMM 111	Public Speaking	3	One additional Introductory course†	3

Tier 3 Advanced Courses

Further Study course†‡	3	Issues & Perspectives course†	3

† Cannot be from Fine Arts
‡ Must be in the same discipline as a course from Tier 2

Media Arts Core (21 Credits, C or better)

MART 101	Intro to Media Arts	3	MART 390	Professional Practices (3x, 1 cr.)*	3
MART 102	Intro Media Aesthetics/Analysis	3	MART 299	Media Arts Practicum I*	1
COMM 306	Introduction to Multimedia	3	MART 399	Media Arts Practicum II*	2
COMM 406	Audio Production	3	MART 499	Media Arts Practicum III*	3

Game Design Core (54 Credits, C or better)

ARTF 136	Foundation 2-D Design	3	MART 360	Coding I*	3
ARTF 145	Foundation Drawing	3	MART 354	Clay Modeling*	3
ARTS 240	Introduction to Life Drawing	3	MART 352	Story Boarding*	3
MART 220	Computer Modeling*	3	MART 365	Prop and Character Design*	3
ARTH 125__	Art History	3	THEA 516	Scriptwriting I	3
MART 357	Rigging*	3	MART 361	Coding II	3
MART 222	Digital Animation I*	3	MART 232	Game Design I*	3
MART 322	Digital Animation II*	3	MART 332	Game Design II*	3
MART 260	Game Design Concepts*	3	MART 432	Game Design III*	3

Electives (15 Credits) Electives chosen with the approval of an advisor, could include a minor.

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*Additional fees apply, see comprehensive fee schedule

Suggested four-year plan of study for Game Design track 2018-2019 Catalog

Year 1: *Fall*

ENGL 101	College English I	3
MART 101	Intro to Media Arts	3
COMM 306	Introduction to Multimedia	3
ARTF 136	Foundation 2-D Design	3
ARTF 145	Foundation Drawing	3
Total		*15*

Spring

ENGL 102	College English II	3
MART 102	Intro Media Aesthetics/Analysis	3
COMM 406	Audio Production	3
MART 220	Computer Modeling*	3
ARTS 240	Introduction to Life Drawing **or**	
MART 270	Figure Studies for Animators	3
Total		*15*

Year 2: *Fall*

MATH 111	College Algebra	3
MART 390	Professional Practices*	1
MART 222	Digital Animation I*	3
MART 260	Game Design Concepts*	3
ARTH 125_	Art History	3
_____	Elective/Minor	3
Total		*16*

Spring

COMM 111	Public Speaking	3
MART 299	Media Arts Practicum I*	1
MART 322	Digital Animation II*	3
MART 360	Coding I*	3
_____	Mathematics & Natural Sciences Intro	3
_____	Elective/Minor	3
Total		*16*

Year 3: *Fall*

_____	Humanities Intro	3
_____	Social/Behavioral Sciences Intro	3
MART 390	Professional Practices*	1
MART 354	Clay Modeling*	3
MART 352	Story Boarding*	3
MART 232	Game Design I*	3
Total		*16*

Spring

MART 332	Game Design II*	3
MART 399	Media Arts Practicum II*	2
MART 365	Prop and Character Design*	3
THEA 516	Scriptwriting I	3
	Elective/Course toward Minor	3
Total		*14*

Year 4: *Fall*

_____	Additional Gen Ed Intro†	3
MART 390	Professional Practices*	1
MART 357	Rigging*	3
MART 432	Game Design III*	3
MART 360	Coding II*	3
_____	Elective/Minor	3
Total		*16*

Spring

_____	Advanced Issues & Perspectives†	3
_____	Advanced Further Study†‡	3
MART 499	Media Arts Practicum III*	3
_____	Elective/Minor	3
Total		*12*

† Cannot be from Fine Arts

‡ Must be in the same discipline as an Introductory course

*Additional fees apply, see comprehensive fee schedule