Bachelor of Applied Arts in Media Arts Check Sheet   2020-2021 Catalog

Game Design (120 Credits required)   *Rev 2/10/2020*

Name _____   ID _____

General Education Requirements (30 credits)

Foundation Requirements (C- or better)

COMM 111	Public Speaking	3
ENGL 101	College English I	3
ENGL 102	College English II	3

Choose ONE of the Following Two Courses:

MATH 111	College Algebra	
OR MATH 131	Contemporary Mathematics	3

Divisional Requirements

Humanities, choose 1 course	3
Mathematics & Natural Sciences, choose 1 course	3
Social/Behavioral Sciences, choose 1 course	3

Additional Requirements

Three courses selected from at least two divisions†	9

† At least 6 hours must be 300+ Upper Division Credit

Media Arts Core (21 Credits, C or better)

COMM 306	Introduction to Multimedia	3	MART 392	Prof. Practices: Bus. Dev.*	1
COMM 406	Audio Production	3	MART 393	Prof. Practices: Legal Issues*	1
MART 101	Intro to Media Arts	3	MART 299	Media Arts Practicum I*	1
MART 102	Intro Media Aesthetics/Analysis	3	MART 399D	Media Arts Practicum II – GD*	2
MART 391	Professional Practices: Portfolio*	1	MART 499D	Media Arts Practicum III – GD*	3

Game Design Core (54 Credits, C or better)

ARTF 136	Foundation 2-D Design	3	MART 322	Digital Animation II*	3
ARTF 145	Foundation Drawing	3	MART 332	Game Design II*	3
ARTH 125__	Art History	3	MART 352	Story Boarding*	3

Choose ONE of the Following Two Courses:

ARTS 240	Introduction to Life Drawing		MART 354	Clay Modeling*	3
OR MART 270	Figure Drawing for Animators*	3	MART 357	Rigging*	3
			MART 360	Game Technology & Coding I*	3
MART 220	Computer Modeling*	3	MART 361	Game Technology & Coding II*	3
MART 222	Digital Animation I*	3	MART 365	Prop and Character Design*	3
MART 232	Game Design I*	3	MART 432	Game Design III*	3
MART 260	Game Design Concepts*	3	THEA 516	Scriptwriting I	3

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

_____   _____

_____   _____

_____   _____

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_____   _____

*Additional fees apply

Suggested 4-year plan of study for Game Design (120 Hours)   2020-2021 Catalog

Year 1: Fall

ARTF 136	Foundation 2-D Design	3
COMM 306	Intro to Multimedia	3
ENGL 101	College English I	3
MART 101	Intro to Media Arts	3
MART 260	Game Design Concepts	3
Total		**15**

Spring

ARTF 145	Foundation Drawing	3
ENGL 102	College English II	3
MART 102	Intro to Media Aesthetics/Analysis	3
MART 220	Computer Modeling	3
MART 360	Game Technology & Coding I	3
Total		**15**

Year 2: Fall

ARTH 125_	Art History	3
MART 222	Animation I	3
MART 391	Prof. Practices: Portfolio	1
_____	Elective/Minor	3
_____	Humanities Intro	3

Choose ONE of the Following Two Courses:

MATH 111	College Algebra	
OR MATH 131	Contemporary Mathematics	3
Total		**16**

Spring

COMM 111	Public Speaking	3
COMM 406	Audio Production	3
MART 299	Media Arts Practicum I	1
MART 322	Digital Animation II	3
_____	Math/Natural Science Intro	3

Choose ONE of the Following Two Courses:

ARTS 240	Introduction to Life Drawing	
OR MART 270	Figure Drawing for Animators	3
Total		**16**

Year 3: Fall

MART 232	Game Design I	3
MART 361	Game Technology & Coding II	3
MART 365	Prop & Character Design	3
MART 392	Prof. Practices: Bus. Development	1
_____	Elective/Minor	3
_____	Social/Behavioral Science Intro	3
Total		**16**

Spring

MART 332	Game Design II	3
MART 354	Clay Modeling	3
MART 399D	Media Arts Practicum II – GD	2
THEA 516	Scriptwriting I	3
_____	Elective/Minor	3
Total		**14**

Year 4: Fall

MART 352	Storyboarding	3
MART 357	Rigging	3
MART 393	Prof. Practices: Legal Issues	1
MART 432	Game Design III	3
_____	Additional Requirements Gen-Ed	3
_____	Elective/Minor	3
Total		**16**

Spring

MART 499D	Media Arts Practicum III – GD	3
_____	Elective/Minor	3
_____	Upper Division Gen-Ed	3
_____	Upper Division Gen-Ed	3
Total		**12**