BAA in Media Arts - Concentration in Game Design

Program Requirements

The Bachelor of Applied Arts in media arts - concentration in game design consists of 120 credit hours. In addition to the university scholastic, residence and general education (http://catalog.wichita.edu/undergraduate/academic-information/general-education-program/) requirements, students must take the following required courses (some required courses *may* also fulfill general education requirements): 21 credit hours in common core courses and 54 credit hours in a discipline specific track. BAA majors are required to earn a minimum grade of *C* in each course designated as a *C*-required course. All students must pass a mid-program review upon successful completion of 59 credit hours of coursework.

Course	Title	Hours
General Education		
Select courses to meet General Education requirements [1,2]		34-35
Media Arts Core Courses		
MART 101	Introduction to Media Arts	3
MART 102	Introduction to Media Aesthetics and Analysis	3
MART 311	Introduction to Sound for Digital Media	3
MART 200	Introduction to Media Arts Software	3
MART 391	Professional Practices in Media Arts - Portfolio	1
MART 392	Professional Practices in Media Arts - Business Development	1
MART 393	Professional Practices in Media Arts - Legal Issues	1
MART 299	Media Arts Practicum I	1
MART 399D	Media Arts Practicum II - Game Design	2
MART 499D	Media Arts Practicum III - Game Design	3
Game Design Concentration Requirements		
MART 298	Mid Program Review	0
MART 131	History of Video Games	3
ARTF 136	Foundation 2-D Design	3
ARTF 145	Foundation Drawing	3
ARTS 240	Introduction to Life Drawing	3
or MART 270	Figure Drawing for Animators	
MART 220	Computer Modeling	3
ARTH 125_	Art History (select one of the ARTH 125 lettered courses)	3
MART 222	Digital Animation I	3
MART 232	Game Design I	3
MART 104	Introduction to Game Design	3
MART 300	Lighting and Materials	3
MART 355	Digital Sculpting	3
MART 261	Game Technology and Coding I	3
MART 361	Game Technology and Coding II	3
MART 365	Props and Character Design	3
MART 332	Game Design II	3
MART 400	Level Design	3
MART 432	Game Design III	3
MART 450	3D Asset Pipeline	3

Open Electives		
Select enough electives to reach 120 credit hours [2]		10-11
Total Credit Hours		**120**

[1] Required major courses may also count towards General Education requirements. Students will need to select additional electives to reach 120 credit hours required for graduation with assistance from an advisor.

[2] Select general education and elective courses with the assistance of an advisor. These electives could include a minor.

Applied Learning

Students in the BAA in media arts – concentration in game design are required to complete an applied learning or research experience to graduate from the program. The requirement can be met by completing MART 299, MART 399D and MART 499D.