

BAA in Media Arts - Concentration in Game Design

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 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.

Course	Title	Hours
Media Arts Core Courses		
MART 101	Introduction to Media Arts	3
MART 102	Introduction to Media Aesthetics and Analysis	3
COMM 306	Introduction to Multimedia	3
COMM 406	Audio Production	3
MART 390	Professional Practices in Media Arts (Select three enrollments of 1 credit hour each.)	3
MART 299	Media Arts Practicum I	1
MART 399	Media Arts Practicum II	2
MART 499	Media Arts Practicum III	3
Total Credit Hours		21

Course	Title	Hours
Game Design Concentration Requirements		
ARTF 136	Foundation 2-D Design	3
ARTF 145	Foundation Drawing	3
ARTS 240	Introduction to Life Drawing	3
MART 220	Computer Modeling	3
ARTH 125_	Art History, Bodies or Play (select one of the ARTH 125 lettered courses)	3
ARTH 1XX	Select one 100 level art history course	3
MART 222	Digital Animation I	3
MART 322	Digital Animation II	3
MART 260	Game Design Concepts	3
MART 354	Clay Modeling	3
MART 352	Story Boarding	3
MART 361	Coding II	3
MART 365	Props and Character Design	3
THEA 516	Scriptwriting I	3
MART 357	Rigging	3
MART 232	Game Design I	3
MART 332	Game Design II	3
MART 432	Game Design III	3
Electives		

With the assistance of an advisor, select sufficient general education and elective courses to meet the required 120 credit hours. These electives could include a minor.

Total Credit Hours		54
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