



Game Design

Course Requirements 2026-2027

FRESHMAN 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
FD128 Fundamentals of Game Art	3	
GA101 Game Industry 101	3	
GA105 Game Design 1	3	
GA108 Scripting for Game 1 (Satisfies Qualitative Reasoning)	3	

LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
HUM101: Humanities Foundation 1	3	

FRESHMAN 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
FD145 Design Drawing	3	
GA106 Introduction to Game Studies	3	
GA110 Introduction to Game Engines	3	FD128

LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
English 100	3	English Diagnostic
HUM102: Humanities Foundation 2	3	HUM101

SOPHOMORE 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
GA205 Game Design 2	3	GA105
GA230 UI/UX for Games	3	GA105
GA208 Scripting for Games 2	3	GA108

LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
English 200	3	English 100
Art History Elective (AH)	3	

SOPHOMORE 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
GA001 Advancement Review	0	
GA210 Directed Development	3	GA110, GA208
GA216 Prototyping	3	GA110, GA208
GA255 Level Design	3	GA108, GA110

LIBERAL ARTS REQUIREMENTS

	Credits	Prerequisites
ARTHISM305: History of Game Development	3	
Game Studies Elective: Pick one of the following courses:	3	
GA306 Gaming Genres		
GA342 Meaningful Games		
GA343 Horror in Entertainment		

JUNIOR 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

	Credits	Prerequisites
GA300 Development Team 1	3	GA001
GA340 Presentation Skills	3	GA105, GA216
Pick One of the following courses:	3	

FD133 Fundamentals of 3DS Max		FD128
FD171 Fundamentals of Digital Painting + Color		
GA250 Concept Sketchbook Ideation		FD145
GA302 Game Pipeline		GA300
GA306 Gaming Genres		
GA316 2D Development Studio		GA108
GA318 2D Level Design		GA108
GA342 Meaningful Games		GA105
GA343 Horror in Entertainment		GA106, HUM102
GA345 Narrative Design for Games		GA105, HUM102
GA352 Sound Design for Games		GA105
GA355 Advanced Level Design		GA255
MD200 Portrait + Life Painting		NONE
MD205 Introduction to Digital Sculpting		NONE



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LIBERAL ARTS REQUIREMENTS

PS305: Professional Studies for Game Developers
Science (SCI)

Credits
3
3

Prerequisites

JUNIOR 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA400 Development Team 2

Pick Two of the following courses:

- FD133 Fundamentals of 3DS Max
- FD171 Fundamentals of Digital Painting + Color
- GA211 Digital Analytical Figure
- GA227 Digital Painting
- GA250 Concept Sketchbook Ideation
- GA260 Modeling for Concept
- GA275 Modeling for Games
- GA302 Game Pipeline
- GA306 Gaming Genres
- GA310 Advanced Technologies
- GA312 Architectural Visualization
- GA316 2D Development Studio
- GA317 Real-Time VFX
- GA318 2D Level Design
- GA342 Meaningful Games
- GA343 Horror in Entertainment
- GA345 Narrative Design for Games
- GA352 Sound Design for Games
- GA355 Advanced Level Design
- MD200 Portrait + Life Painting
- MD201 Character Design 1
- MD202 Environment Design 1
- MD205 Introduction to Digital Sculpting
- MD300 Plein Air to Concept

Credits
3
6

Prerequisites

- FD128
- MD205
- FD171
- FD145
- FD133, FD171
- FD133
- FD133 or GA108
- GA250
- FD133, FD171

LIBERAL ARTS REQUIREMENTS

Art History Elective (AH)

Game Studies Elective: Pick one of the following courses:

- GA306 Gaming Genres
- GA342 Meaningful Games
- GA343 Horror in Entertainment

Credits
3
3

Prerequisites

SENIOR 1ST SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA420 Senior Mentor

GA428 Senior Studio 1

Pick Two of the following courses:

- GA220 Robots, Vehicles + Spaceships
- GA221 Animal + Creature Drawing
- GA290 Rigging + Animation for Game
- GA304 3D Environment Design 1
- GA305 Texture Painting
- GA307 Special Topics in Games
- GA313 Visual Development
- GA315 Character Design for Games 2
- GA323 Shaders + Materials
- GA325 3D Character Design 1
- GA357 Advanced Drawing for Game
- GA401 Environment Design 2
- GA402 Advanced Digital Painting
- GA417 Advanced Real-Time Rendering

Credits
3
3
6

Prerequisites

- Senior Status
- Senior Status, GA001, GA300, PS305
- GA275
- GA275, GA323
- GA227, GA275
- Instructor Approval
- GA250
- MD201
- GA275
- GA275, GA211
- MD201 or MD202
- MD202
- GA227
- GA317

LIBERAL ARTS REQUIREMENTS

Social Science (SOC)

Credits
3

Prerequisites



Game Design

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SENIOR 2ND SEMESTER (TOTAL CREDITS: 15)

STUDIO REQUIREMENTS

GA429 Senior Studio 2

Pick Two of the following courses:

GA311 Lighting + Rendering

GA315 Character Design for Games 2

GA375 Modeling for Game 2

GA390 Advanced Rigging + Animation

GA401 Environment Design 2

GA405 Advanced Texture Painting

GA423 Advanced Shaders + Materials

Credits

3

6

Prerequisites

GA428

GA275, GA323

MD201

GA275, GA323

GA290

MD202

GA305

GA304, GA311, GA323

LIBERAL ARTS REQUIREMENTS

CAP401: Senior Capstone and Thesis Defense

Language Arts (LANG)

Credits

3

3

Prerequisites

Concurrent GA419

TOTAL CREDITS TO GRADUATE: 120