

GAME & INTERACTIVE MEDIA DESIGN, BACHELOR OF FINE ARTS

The Game and Interactive Media Design degree introduces students to the cutting edge of visual communication arts and the latest in the interactive digital technology sciences. The program prepares students for work in the video game and entertainment industries as well as a broad range of fields requiring skills in animation, simulation, programming, web design, editing, mobile application development, interactive environment construction, and story formation.

Curriculum

The matrix below is a sample plan for all coursework required for this program.

Course	Title	Hours
Freshman		
Fall		
ENGL 1013	Composition I ¹	3
GAME 1003	Intro to Game Development	3
MATH 1113	College Algebra	3
TECH 1001	Orientation to the University	1
ART 1303	Introduction to Drawing	3
Elective (1000-4000 level)		3
Hours		16
Spring		
ENGL 1023	Composition II ¹	3
SS 1XXX	Social Science Courses ¹	3
ART 1403	Two-dimensional Design	3
ART 2213	Digital Skills	3
COMS 1011 & COMS 1013	Programming Foundations I Lab and Programming Foundations I	4
Hours		16
Sophomore		
Fall		
FAH 1XXX	Fine Arts and Humanities Courses ¹	3
ART 2103	Art History I	3
ART 3001	Sophomore Review	1
GAME 2003	Digital 3-D Foundations	3
SCIL 1XXX	Science with Laboratory ¹	4
General Elective (3000-4000 level) ²		2
Hours		16
Spring		
USHG 1XXX	U.S. History and Government ¹	3
ENGL 2043 or COMM 3163	Introduction to Creative Writing or Writing for Performance	3
ART 2113	Art History II	3
Select one of the following:		3
COMS 2203	Programming Foundations II	
ART 2403	Color Design	
ART 2413	Three-dimensional Design	
GAME 3013	Game Development I	3
Hours		15
Junior		
Fall		
SFHS 1XXX	Social Sciences/Fine Arts/Humanities/Communication Courses ¹	3
SCIL 1XXX	Science with Laboratory ²	4

ART 3833	Animation Techniques	3
GAME 3023	Game Development II	3
GAME 4263	3D Modeling	3
Hours		16
Spring		
SS 1XXX	Social Science Courses ¹	3
ART 3153	History of Digital Art	3
ART 3253	Digital Illustration	3
GAME 4633	3D Animation	3
GAME 4803	Game Design Theory	3
Hours		15
Senior		
Fall		
FAH 1XXX	Fine Arts and Humanities Courses ¹	3
Select one of the following:		3
ART 3073	Introduction to Sculpture	
ART 4233	Illustration Studio	
ART 3303	Drawing Studio I	
GAME 4013	Senior Game Project I	3
ART or GAME Elective (1000-4000 level)		3
ART or GAME Elective (3000-4000 level)		3
Hours		15
Spring		
GAME 4023	Senior Game Project II	3
GAME 4901	Professional Portfolio	1
ART or GAME Electives (1000-4000 level)		4
ART or GAME Electives (3000-4000 level)		3
Hours		11
Total Hours		120

¹ See appropriate alternatives or substitutions in "General Education Requirements (<https://catalog.atu.edu/undergraduate/general-education-requirements/>)".

² General electives cannot include art courses.

Learning Outcomes

Students who complete the program will demonstrate:

- **Critical Analysis** - Objectively participate in class critiques and respond positively to constructive criticism.
- **Communication** - Identify and effectively apply the use of visual arts concepts and vocabulary in verbal and written formats.
- **Technology** - Demonstrate proficiency in the use of art tools, materials, and technology appropriate to the field.
- **Content** - Demonstrate an understanding of contemporary art trends, major artist's works, and historical movements.
- **Professionalism** - Demonstrate an understanding of professionalism required of a serious student of art and develop a substantive portfolio.
- **Student Satisfaction** - Students are satisfied with the program facilities, teachers, and curriculum. Based on senior exit surveys for each art area in Graphic Design, Art Education, and Fine Art.