

GAME & INTERACTIVE MEDIA DESIGN, BACHELOR OF FINE ARTS

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Curriculum

Course	Title	Hours	Completed
Freshman			
Fall			
ART 1303	Introduction to Drawing	3	_____
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	_____
Elective (1000-4000 level)		3	_____
	Hours	16	
Spring			
ART 1403	Two-dimensional Design	3	_____
ART 2213	Digital Skills	3	_____
COMS 1011 & COMS 1013	Programming Foundations I Lab and Programming Foundations I	4	_____
ENGL 1023	Composition II ¹	3	_____
SS 1XXX	Social Science Courses ¹	3	_____
	Hours	16	
Sophomore			
Fall			
ART 2103	Art History I	3	_____
ART 3001	Sophomore Review	1	_____
FAH 1XXX	Fine Arts and Humanities Courses ¹	3	_____
GAME 2003	Digital 3-D Foundations	3	_____
SCIL 1XXX	Science with Laboratory ¹	4	_____
Elective (3000-4000 level) ²		2	_____
	Hours	16	
Spring			
ART 2113	Art History II	3	_____
Select one of the following:		3	_____
ART 2403	Color Design		_____
ART 2413	Three-dimensional Design		_____
COMS 2203	Programming Foundations II		_____
ENGL 2043 or COMM 3163	Introduction to Creative Writing or Writing for Performance	3	_____
GAME 3013	Game Development I	3	_____
USHG 1XXX	U.S. History and Government ¹	3	_____
	Hours	15	
Junior			
Fall			
ART 3833	Animation Techniques	3	_____
GAME 3023	Game Development II	3	_____

GAME 4263	3D Modeling	3	_____
SCIL 1XXX	Science with Laboratory ²	4	_____
SFHS 1XXX	Social Sciences/Fine Arts/ Humanities/Communication Courses ¹	3	_____
Hours		16	
Spring			
ART 3153	History of Digital Art	3	_____
ART 3253	Digital Illustration	3	_____
GAME 4633	3D Animation	3	_____
GAME 4803	Game Design Theory	3	_____
SS 1XXX	Social Science Courses ¹	3	_____
Hours		15	
Senior			
Fall			
Select one of the following:		3	_____
ART 3073	Introduction to Sculpture		_____
ART 3303	Drawing Studio I		_____
ART 4233	Illustration Studio		_____
ART or GAME Elective (1000-4000 level)		3	
ART or GAME Elective (3000-4000 level)		3	
FAH 1XXX	Fine Arts and Humanities Courses ¹	3	_____
GAME 4013	Senior Game Project I	3	_____
Hours		15	
Spring			
ART or GAME Electives (1000-4000 level)		4	
ART or GAME Electives (3000-4000 level)		3	
GAME 4023	Senior Game Project II	3	_____
GAME 4901	Professional Portfolio	1	_____
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.