Game and Entertainment Design

2023-24 Course Catalog

Fall - Foundation		CR
Courses		CR
Life Drawing I or Creative Practices I	FNDT 180 FNDT 172	3
Drawing & Building Form	FNDT 160	3
Principles of Design	FNDT115	2
Writing in the Digital Age	ENGL 107	3
Intro to Visual Culture	AHCS 120	3
		14

Spring - Foundation		CR
Courses		CR
Life Drawing I or II or Creative Practices I or II	FNDT 180/182 FNDT 172/173	3
Connections through Color and Design	CAIL 101	3
Drawing Studio Extended Practices or Form & Space	FNDT 162 FNDT 161	2
Elective	FNDT 145	2
Birth of the Modern	AHCS 121	3
Ways of Knowing	LIBS 114	3
		16

Fall - Sophomore		CR
Courses		CR
Game Design I	GAME200	3
Design and Drawing for Game I	GAME220	3
3d for Game and Entertainment I	GAME260	3
Art History of Games	AHCS229	3
Creative Action Lecture*	CAIL200	3
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Spring - Sophomore		CR
Courses		CR
Game Engine Fundamentals	GAME210	3
Color and Lighting for Games	GAME215	3
Game Studio Project I	GAME250	3
Theories and Trends in Contemporary Art, Media and Culture*	AHCS224	3
LAS Sophomore Elective*	LIBS214	3
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Fall - Junior		CR
Courses		CR
Game Design II	GAME300	3
Cultural and Social Design for Games	GAME320	3
VFX for Games*	GAME332	3
Cultural and Social Design for Games	SSCI213	3
Programming/Scripting for Games	MATH247	3
		15

Spring - Junior		CR
Courses		CR
3d for Game and Entertainment II	GAME360	3
Game Studio Project II	GAME350	3
Creative Action Studio**	CAIL301	3
Natural Science	NSCI307	3
LAS Upper Division Elective	LIBS314	3
		15

Fall - Senior		CR
Courses		CR
3d for Game and Entertainment III	GAME460	3
Game Senior Project I or Game Internship**	GAME450 GAME470	3
Studio Elective		3
Studio Elective		3
Capstone	LIBS440	3
		15

Spring - Senior		CR
Courses		CR
Technical Game Arts	GAME445	3
Game Senior Project II or Game Internship**	GAME451 GAME470	3
Studio Elective		3
Studio Elective		3
LAS Upper Division Elective	LIBS314	3
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*Must be completed during this academic year, semester may be assigned for CAIL course
**Game Internship may be taken once in place of Game Senior Project I or II