

# COMPUTER GAME DESIGN, BFA

**Banner Code: AR-BFA-GAME**

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The 120-credit Computer Game Design program enables students to focus on the artistic components of computer game design while providing them with the technical skills prerequisite to the field.

## Admissions & Policies

### Policies

#### Upper-Level Credits

All undergraduate students are required to complete a minimum of 45 credits of upper-division courses at the 300-499 level. Fulfilling degree requirements does not guarantee this requirement will be met.

#### Major GPA

All GAME undergraduate students must earn a minimum 2.00 cumulative GPA in their major. All GAME courses except GAME 101 Introduction to Game Design (Mason Core), GAME 250 Music for Film and Video, and GAME 367 Writing and Editing Music and Sound must be passed with a grade of C or better.

## Requirements

### Degree Requirements

Total credits: 120

#### Mason Core

Code	Title	Credits
ENGH 101	Composition (Mason Core) <sup>1</sup>	3
ENGH 302	Advanced Composition (Mason Core)	3
AVT 180	New Media in the Creative Arts (Mason Core)	3
CS 105	Computer Ethics and Society (Mason Core)	1
MATH 113	Analytic Geometry and Calculus I (Mason Core)	4
Select one from the following:		4
PHYS 103	Physics and Everyday Phenomena I (Mason Core)	
PHYS 160 & PHYS 161	University Physics I (Mason Core) and University Physics I Laboratory (Mason Core) (or another laboratory science course approved by advisor)	

PSYC 100	Basic Concepts in Psychology (Mason Core)	3
Total Credits		21

<sup>1</sup> Nonnative speakers of English with limited proficiency in the language may substitute ENGH 100 Composition for Multilingual Writers (Mason Core) for ENGH 101 Composition (Mason Core). Students must attain a minimum grade of C in ENGH 100 Composition for Multilingual Writers (Mason Core) or ENGH 101 Composition (Mason Core), as well as ENGH 302 Advanced Composition (Mason Core), to fulfill degree requirements.

### Non-Specific Mason Core Requirements

Code	Title	Credits
	Oral Communication	3
	Arts	3
	Literature	3
	Natural Science <sup>1</sup>	4
	Western Civilization/World History	3
	Global Understanding	3
Total Credits		19

<sup>1</sup> including laboratory

Approved courses may be found under the Mason Core section of this catalog.

### Major Core

Code	Title	Credits
AVT 104	Two-Dimensional Design and Color (Mason Core)	4
CS 112	Introduction to Computer Programming (Mason Core)	4
GAME 210	Basic Game Design	3
GAME 230	History of Computer Game Design	3
GAME 231	Computer Animation for Games	3
GAME 232	Online and Mobile Gaming	3
GAME 250	Music for Film and Video	3
GAME 300	Portfolio Preparation	1
GAME 310	Game Design Studio	3
GAME 330	Computer Game Platform Analysis	3
GAME 331	Consumer Gaming Platform Analysis Lab	1
GAME 332	RS: Story Design for Computer Games	3
GAME 367	Writing and Editing Music and Sound	3
GAME 398	Advanced Game Design Animation	3
GAME 410	Advanced Game Design Studio	3
GAME 489	Pre-Internship Seminar	1
Six credits of		6
GAME 490	Senior Game Design Capstone (Mason Core) (Must be taken twice for 3 credits each)	

GAME 491	Internship	3-4
Total Credits		53-54

## Digital Media Electives

Code	Title	Credits
Select at least 12 credits from the following (or another course approved by your advisor):		12

AVT 280	Introduction to New Media Arts	
AVT 354	Digital Photography II	
AVT 382	2D Experimental Animation	
AVT 383	3D Experimental Animation	
AVT 390	Video Art	
AVT 482	Advanced Image Making	
AVT 487	Advanced Topics: New Media Art	
ENGH 372	Introduction to Film (Mason Core)	
FAVS 399	Special Topics in Film and Video Studies	
GAME 320	Digital Painting for Games	
GAME 399	Special Topics	
GAME 431	Advanced Game Animation I	
Total Credits		12

## Visual Arts Electives

Code	Title	Credits
Select 6-8 credits from the following (or another course approved by your advisor):		6-8

AVT 215	Typography (Mason Core)	
AVT 217	Introduction to Web Design	
AVT 222	Drawing I (Mason Core)	
AVT 232	Painting I (Mason Core)	
AVT 243	Printmaking I (Mason Core)	
AVT 252	Darkroom Photography I (Mason Core)	
AVT 262	Sculpture I (Mason Core)	
AVT 311	Graphic Design Methods and Principles	
AVT 323	Drawing II	
AVT 324	Figure Drawing	
AVT 333	Painting II	
AVT 337	Figurative Painting	
AVT 343	Printmaking II	
AVT 353	Darkroom Photography II	
AVT 363	Sculpture II	
Total Credits		6-8

## General Electives

Code	Title	Credits
Select 6-9 credits of General Electives		6-9
Total Credits		6-9