COMPUTER GAME DESIGN, BFA

Banner Code: AR-BFA-GAME

Jeremy Tuohy, Academic Advisor

2020 Art and Design Building
Fairfax Campus

Phone: 703-993-2041
Email: wtuohy@gmu.edu
Website: https://game.gmu.edu/

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) (http://catalog.gmu.edu/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
AVT 180	New Media in the Creative Arts (Mason Core) (http://catalog.gmu.edu/mason-core/)	3
PSYC 100	Introduction to Psychology (Mason Core) (http://catalog.gmu.edu/mason-core/)	3
Select one from the following (or any other PHYS natural science course with advisor approval):		4
PHYS 103	Physics and Everyday Phenomena I (Mason Core) (http://catalog.gmu.edu/mason-core/)	
PHYS 160 & PHYS 161	University Physics I (Mason Core) (http://catalog.gmu.edu/mason-core/) and University Physics I Laboratory (Mason Core) (http://catalog.gmu.edu/mason-core/)	
Total Credits		10

Non-Specific Mason Core Requirements

Code	Title	Credits
Oral Communication (http://catalog.gmu.edu/mason-core/#oral)		3
Arts (http://catalog.gmu.edu/mason-core/#arts)		3
Literature (http://catalog.gmu.edu/mason-core/#literature)		3
Natural Science (http://catalog.gmu.edu/mason-core/#natural-science) [1]		4
Global History (http://catalog.gmu.edu/mason-core/#global-history)		3
Global Contexts (http://catalog.gmu.edu/mason-core/#global-contexts)		3
Quantitative Reasoning (http://catalog.gmu.edu/mason-core/#quantitative)		3
Written Communication (Foundation) (http://catalog.gmu.edu/mason-core/#written)		3
Written Communication (Integration) (http://catalog.gmu.edu/mason-core/#written)		3
Total Credits		28

[1]

including laboratory

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

Major Core

Code	Title	Credits
GAME 140	Applied Coding for Game Designers	3
or CS 112	Introduction to Computer Programming (Mason Core) (http://catalog.gmu.edu/mason-core/)	
GAME 104	Two-Dimensional Design for Games [1]	3
GAME 101	Introduction to Game Design (Mason Core) (http://catalog.gmu.edu/mason-core/)	3
or GAME 210	Basic Game Design	
GAME 230	History of Computer Game Design	3
GAME 231	Three-Dimensional Game Art I	3
GAME 250	Music for Film and Video	3
GAME 240	Gameplay Scripting Implementation I	3
GAME 300	Portfolio Preparation	1
GAME 310	Digital Game Design	3
GAME 330	Computer Game Platform Analysis	3
GAME 331	Consumer Gaming Platform Analysis Lab	1
GAME 332	RS: Story Design for Computer Games (Mason Core) (http://catalog.gmu.edu/mason-core/)	3
GAME 367	Writing and Editing Music and Sound	3
GAME 398	Three-Dimensional Game Art II	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) (http://catalog.gmu.edu/mason-core/) (Must be taken twice for 3 credits each)	
GAME 491	Internship	3-4
Total Credits		51-52

1

Students who took AVT 104 and GAME 231 during catalog years 19-20, 20-21, 21-22, may use these courses to fulfill the GAME 104 requirement.

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) (http://catalog.gmu.edu/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 credits from the following (or another course approved by your advisor):		6
AVT 215	Typography (Mason Core) (http://catalog.gmu.edu/mason-core/)	
AVT 217	Introduction to Web Design	
AVT 222	Drawing I (Mason Core) (http://catalog.gmu.edu/mason-core/)	
AVT 232	Painting I (Mason Core) (http://catalog.gmu.edu/mason-core/)	
AVT 243	Printmaking I (Mason Core) (http://catalog.gmu.edu/mason-core/)	
AVT 252	Darkroom Photography I (Mason Core) (http://catalog.gmu.edu/mason-core/)	
AVT 262	Sculpture I (Mason Core) (http://catalog.gmu.edu/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

General Electives

Code	Title	Credits
Select 8-13 credits of General Electives		8-13
Total Credits		8-13

4-Year Plan

Bachelor of Fine Arts in Computer Game Design Sample Plan of Study

The sample plan below is a recommended sequencing of courses based on pre-requisites and scheduling. This may not fit every student's needs and is a guideline, not a requirement. Students should confirm major requirements with their academic advisor and with PatriotWeb Degree Evaluation to ensure they enroll in the proper courses and are on track to graduate.

First Year

Fall Semester	Credits	Spring Semester	Credits
GAME 210	3	GAME 104	3
GAME 230	3	GAME 140	3
ENGH 101	3	GAME 250	3
Mason Core Quantitative Reasoning Requirement	3	Any Visual Arts Elective	3
Mason Core Global History Requirement	3	Mason Core Oral Communication Requirement	3
	15		15

Second Year

Fall Semester	Credits	Spring Semester	Credits
GAME 231	3	GAME 310	3
GAME 240	3	GAME 398	3
AVT 180	3	Mason Core Literature Requirement	3
Mason Core Natural Science Including Lab	4	Any Digital Media Elective	3
Mason Core Arts Requirement	3	General Elective	3
	16		15

Third Year

Fall Semester	Credits	Spring Semester	Credits
GAME 300	1	GAME 332	3
GAME 330	3	GAME 410	3
GAME 331	1	GAME 489	1
GAME 367	3	PSYC 100	3

ENGH 302	3	Any Digital Media Elective	3
PHYS 103	4	General Elective	3
	15		16

Fourth Year

Fall Semester	Credits	Spring Semester	Credits
GAME 490	3	GAME 490	3
GAME 491	3	Any Digital Media Elective	3
Any Digital Media Elective	3	Any Visual Arts Elective	3
Mason Core Global Understanding Requirement	3	General Elective	3
General Elective	3	General Elective	3
	15		15

Total Credits 122

Detailed four year plans and degree planning checklists can be found at https://cvpa.gmu.edu/academics/undergraduate-student-resources (https://cvpa.gmu.edu/academics/undergraduate-student-resources/).