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: game.gmu.edu/undergraduate/

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

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>AVT 180</td>
<td>New Media in the Creative Arts (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
<td>3</td>
</tr>
<tr>
<td>PSYC 100</td>
<td>Basic Concepts in Psychology (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
<td>3</td>
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</table>

Select one from the following (or any other PHYS natural science course with advisor approval):

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHYS 103</td>
<td>Physics and Everyday Phenomena I (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
<td>3</td>
</tr>
<tr>
<td>PHYS 160 &amp; PHYS 161</td>
<td>University Physics I (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>) and University Physics I Laboratory (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
<td>4</td>
</tr>
</tbody>
</table>

Non-Specific Mason Core Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oral Communication (<a href="http://catalog.gmu.edu/mason-core/#oral">http://catalog.gmu.edu/mason-core/#oral</a>)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Arts (<a href="http://catalog.gmu.edu/mason-core/#arts">http://catalog.gmu.edu/mason-core/#arts</a>)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Literature (<a href="http://catalog.gmu.edu/mason-core/#literature">http://catalog.gmu.edu/mason-core/#literature</a>)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Natural Science (<a href="http://catalog.gmu.edu/mason-core/#natural-science">http://catalog.gmu.edu/mason-core/#natural-science</a>)</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Western Civilization/World History (<a href="http://catalog.gmu.edu/mason-core/#western-civilization-world-history">http://catalog.gmu.edu/mason-core/#western-civilization-world-history</a>)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Global Understanding (<a href="http://catalog.gmu.edu/mason-core/#global">http://catalog.gmu.edu/mason-core/#global</a>)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Quantitative Reasoning (<a href="http://catalog.gmu.edu/mason-core/#quantitative">http://catalog.gmu.edu/mason-core/#quantitative</a>)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Written Communication (Foundation) (<a href="http://catalog.gmu.edu/mason-core/#written">http://catalog.gmu.edu/mason-core/#written</a>)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Written Communication (Integration) (<a href="http://catalog.gmu.edu/mason-core/#written">http://catalog.gmu.edu/mason-core/#written</a>)</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Total Credits: 28

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

Major Core

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>GAME 140</td>
<td>Applied Coding for Game Designers or CS 112 Introduction to Computer Programming (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
<td>3</td>
</tr>
<tr>
<td>GAME 104</td>
<td>Two-Dimensional Design for Games</td>
<td>3</td>
</tr>
<tr>
<td>GAME 101</td>
<td>Introduction to Game Design (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
<td>3</td>
</tr>
<tr>
<td>GAME 230</td>
<td>History of Computer Game Design</td>
<td>3</td>
</tr>
<tr>
<td>GAME 231</td>
<td>Three-Dimensional Game Art I</td>
<td>3</td>
</tr>
<tr>
<td>GAME 250</td>
<td>Music for Film and Video</td>
<td>3</td>
</tr>
<tr>
<td>GAME 240</td>
<td>Gameplay Scripting Implementation I</td>
<td>3</td>
</tr>
<tr>
<td>GAME 300</td>
<td>Portfolio Preparation</td>
<td>1</td>
</tr>
<tr>
<td>GAME 310</td>
<td>Digital Game Design</td>
<td>3</td>
</tr>
<tr>
<td>GAME 330</td>
<td>Computer Game Platform Analysis</td>
<td>3</td>
</tr>
<tr>
<td>GAME 331</td>
<td>Consumer Gaming Platform Analysis Lab</td>
<td>1</td>
</tr>
<tr>
<td>GAME 332</td>
<td>RS: Story Design for Computer Games</td>
<td>3</td>
</tr>
<tr>
<td>GAME 367</td>
<td>Writing and Editing Music and Sound</td>
<td>3</td>
</tr>
<tr>
<td>GAME 398</td>
<td>Three-Dimensional Game Art II</td>
<td>3</td>
</tr>
<tr>
<td>GAME 410</td>
<td>Advanced Game Design Studio</td>
<td>3</td>
</tr>
<tr>
<td>GAME 489</td>
<td>Pre-Internship Seminar</td>
<td>1</td>
</tr>
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</table>

Six credits of

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>GAME 490</td>
<td>Senior Game Design Capstone (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>) (Must be taken twice for 3 credits each)</td>
<td>3</td>
</tr>
</tbody>
</table>

Total Credits: 10
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

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>AVT 280</td>
<td>Introduction to New Media Arts</td>
<td></td>
</tr>
<tr>
<td>AVT 354</td>
<td>Digital Photography II</td>
<td></td>
</tr>
<tr>
<td>AVT 382</td>
<td>2D Experimental Animation</td>
<td></td>
</tr>
<tr>
<td>AVT 383</td>
<td>3D Experimental Animation</td>
<td></td>
</tr>
<tr>
<td>AVT 390</td>
<td>Video Art</td>
<td></td>
</tr>
<tr>
<td>AVT 482</td>
<td>Advanced Image Making</td>
<td></td>
</tr>
<tr>
<td>AVT 487</td>
<td>Advanced Topics: New Media Art</td>
<td></td>
</tr>
<tr>
<td>ENGH 372</td>
<td>Introduction to Film (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
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</tr>
<tr>
<td>FAVS 399</td>
<td>Special Topics in Film and Video Studies</td>
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<tr>
<td>GAME 320</td>
<td>Digital Painting for Games</td>
<td></td>
</tr>
<tr>
<td>GAME 399</td>
<td>Special Topics</td>
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<tr>
<td>GAME 431</td>
<td>Advanced Game Animation I</td>
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Total Credits 12

Visual Arts Electives

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<tbody>
<tr>
<td>AVT 215</td>
<td>Typography (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
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<tr>
<td>AVT 217</td>
<td>Introduction to Web Design</td>
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<tr>
<td>AVT 222</td>
<td>Drawing I (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
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<tr>
<td>AVT 232</td>
<td>Painting I (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
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<tr>
<td>AVT 243</td>
<td>Printmaking I (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
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<tr>
<td>AVT 252</td>
<td>Darkroom Photography I (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
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<tr>
<td>AVT 262</td>
<td>Sculpture I (Mason Core) (<a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a>)</td>
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<tr>
<td>AVT 311</td>
<td>Graphic Design Methods and Principles</td>
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<tr>
<td>AVT 323</td>
<td>Drawing II</td>
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<tr>
<td>AVT 324</td>
<td>Figure Drawing</td>
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<tr>
<td>AVT 333</td>
<td>Painting II</td>
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<tr>
<td>AVT 337</td>
<td>Figurative Painting</td>
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<tr>
<td>AVT 343</td>
<td>Printmaking II</td>
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<tr>
<td>AVT 353</td>
<td>Darkroom Photography II</td>
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<tr>
<td>AVT 363</td>
<td>Sculpture II</td>
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Total Credits 6

General Electives

Select 8-13 credits of General Electives

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

<table>
<thead>
<tr>
<th>Fall Semester</th>
<th>Credits</th>
<th>Spring Semester</th>
<th>Credits</th>
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<tbody>
<tr>
<td>GAME 210</td>
<td>3</td>
<td>GAME 250</td>
<td>3</td>
</tr>
<tr>
<td>GAME 230</td>
<td>3</td>
<td>GAME 140</td>
<td>3</td>
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<tr>
<td>ENGH 101</td>
<td>3</td>
<td>MATH 113</td>
<td>4</td>
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<tr>
<td>MATH 105</td>
<td>4</td>
<td>AVT 104</td>
<td>3</td>
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<tr>
<td>Mason Core Oral Communication Requirement</td>
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</table>

Total Credits 16

Second Year

<table>
<thead>
<tr>
<th>Fall Semester</th>
<th>Credits</th>
<th>Spring Semester</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>GAME 231</td>
<td>3</td>
<td>GAME 310</td>
<td>3</td>
</tr>
<tr>
<td>GAME 232</td>
<td>3</td>
<td>GAME 398</td>
<td>3</td>
</tr>
<tr>
<td>Mason Core Oral Communication Requirement</td>
<td>3</td>
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<tr>
<td>AVT 180</td>
<td>3</td>
<td>Mason Core Literature Requirement</td>
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<tr>
<td>Any Visual Arts Elective</td>
<td>3-4</td>
<td>Any Digital Media Elective</td>
<td>3-4</td>
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</table>

Total Credits 15-16

Third Year

<table>
<thead>
<tr>
<th>Fall Semester</th>
<th>Credits</th>
<th>Spring Semester</th>
<th>Credits</th>
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<tbody>
<tr>
<td>GAME 330</td>
<td>3</td>
<td>GAME 410</td>
<td>3</td>
</tr>
<tr>
<td>GAME 331</td>
<td>1</td>
<td>GAME 489</td>
<td>1</td>
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<tr>
<td>ENGH 302</td>
<td>3</td>
<td>GAME 332</td>
<td>3</td>
</tr>
<tr>
<td>GAME 367</td>
<td>3</td>
<td>Mason Core Natural Science Including Lab</td>
<td>4</td>
</tr>
<tr>
<td>PHYS 103</td>
<td>4</td>
<td>Any Visual Arts Elective</td>
<td>3-4</td>
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Total Credits 15-16
<table>
<thead>
<tr>
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<th>Credits</th>
<th>Semester</th>
<th>Credits</th>
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<tr>
<td>GAME 300</td>
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<td>14-15</td>
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**Fourth Year**

<table>
<thead>
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<th>Credits</th>
<th>Spring Semester</th>
<th>Credits</th>
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<tbody>
<tr>
<td>GAME 490</td>
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<td>GAME 490</td>
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<tr>
<td>GAME 491</td>
<td>3</td>
<td>Any Digital Media Elective</td>
<td>3-4</td>
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<td>Any Digital Media Elective</td>
<td>3-4</td>
<td>Any Digital Media Elective</td>
<td>3-4</td>
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<tr>
<td>Mason Core Global Understanding Requirement</td>
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<td>General Elective</td>
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<table>
<thead>
<tr>
<th></th>
<th>15-16</th>
<th>15-17</th>
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</table>

Total Credits 118-124

Detailed four year plans and degree planning checklists can be found at https://advising.gmu.edu/current-student/majors-at-mason/.