



Major: Studio Art, Digital Art and Game Aesthetics Concentration

Required Courses:

Course number	Course title	Credit hours
ART 1110	Introductory Drawing, 2-D Design & Composition	4
ART 1310	3-D Foundations	2
ART 1502	Painting I: Representation & Color Theory	4
ART 2202	Figure Drawing I: Gesture, Expression & Anatomy	4
ART 2302	Intermediate Illustration & Design Lab	4
ART 2602	Graphic Design	4
ART 2910	Art History I: Prehistoric to Medieval Art	4
ART 3100	Experimental Studio: Fine Arts Emphasis	4
ART 3210	Animation, Avatars and Environment	4
ART 3610	Game Aesthetics Seminar	2
ART 3620	Game Aesthetics Studio	2
ART 3800	Internship	1
ART 3910	Art History II: Renaissance to Contemporary Art	4
ART 4205	Contemporary Practices	4
ART 4900	Capstone: Senior Exhibition & Gallery Discussion/Showcase Presentation	1

Required Related Courses:

Choose one of the options:

1) Course Options for Game Development

The GAD courses are online and geared towards students specifically interested in introductory game development.

Course number	Course title	Credit hours
GAD 1010	Introduction to Games	3
GAD 2010	Content and Systems Design	3
GAD 3010	Unity I: Working with Unity	3
Course numbered 2000+ with BIO, CHM, or MAT prefix	Requirement for B.S. degree only	8

2) Course Options that do not include Game Development

Course number	Course title	Credit hours
Choose three of these courses: ECM 2240 ECM 2250 ECM 2260 ECM 4700 PSY 4150 THE 2120 THE 2140 THE 3330	Game Design Fundamentals Game Storytelling & Narrative AR & VR: Creating Immersive Experiences Digital Videography Human Factors Psychology Costume III: Design & Rendering Lighting Design Design/Tech III – Computer Aided Design	9-12
Course numbered 2000+ with BIO, CHM, or MAT prefix	Requirement for B.S. degree only	8

Total minimal hours = 57 for B.A. degree; 65 for B.S. degree