



Major: Studio Art with Concentration in Digital Art and Game Aesthetics

Required Courses:

Course Number	Course Title	Credit Hours
ART 1110	Introductory Drawing, 2-D Design and Composition	4
ART 1200	Creative Ideation with Drawing & Design	4
ART 1310	3-D Foundations	2
ART 1502	Painting I: Representation and Color Theory	4
ART 2202	Figure Drawing I: Gesture, Expression and Anatomy	4
ART 2302	Intermediate Illustration and Design Lab	4
ART 2602	Graphic Design	4
ART 2910	Art History I: Prehistoric to Medieval Art	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 Show & Art Talk	1

Required Related Courses:

Option 1: Course options for students interested in 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

Option 2: Course options that do not include Game Development

Course Number	Course Title	Credit Hours
Choose three of these courses:		9-12
ECM 3720	Digital Videography	
GAM 1400	Exploring Game Design	
GAM 2250	Game Storytelling and Narrative	
PSY 4150	Human Factors Psychology	
THE 2120	Costume III: Design and Rendering	
THE 2140	Lighting Design	
THE 3330	Design/Tech III – Computer Aided Design	

Total hours = 57 for B.A. degree