

**GEORGE MASON UNIVERSITY**  
**COLLEGE OF VISUAL AND PERFORMING ARTS**  
**B.F.A. DEGREE COMPUTER GAME DESIGN (2019 Art and Design Building, 703-993-5734)**  
<http://game.gmu.edu/>  
**2017-2018 CATALOG**

|   | <u>Department(s) &amp; Course #(s)</u> | <u>Completed/<br/>Grade(s)</u> | <u>Needed</u> |
|---|--|--------------------------------|---------------|
| <b><u>MASON CORE REQUIREMENTS (22)</u></b>                              |  |                                |               |
| a. Written Communication: ENGH 101 (100), ENGH 302 (C or better) (3,3)  |  | _____                          | ___ ___       |
| b. Oral Communication: COMM 100 or 101 (please circle choice) (3)       |  | _____                          | _____         |
| c. <b>MATH 113 (4)</b>  |  | _____                          | _____         |
| d. Literature (3)   |  | _____                          | _____         |
| e. Arts (satisfied by major requirement: AVT 104)                       |  | _____                          | _____         |
| f. Western Civilization (3)   |  | _____                          | _____         |
| g. <b>PSYC 100 (3)</b>  |  | _____                          | _____         |
| h. <b>PHYS 103 or PHYS 160/161</b> & another approved lab science (4,4) |  | _____                          | ___ ___       |
| i. Global Understanding (3)   |  | _____                          | _____         |
| j. <b>AVT 180 (3) and CS 105 (2)</b>                                    |  | _____                          | _____         |
| k. Synthesis (satisfied by major requirements: <b>GAME 490</b> )        |  | _____                          | ___ ___       |

Go to: <http://catalog.gmu.edu/mason-core/> to link to information on Mason Core requirements.

**MAJOR REQUIREMENTS (71-74 hours required)**

|  |  |           |         |
|--|--|-----------|---------|
| <b>a. Major Core (53-54)</b>                           |  |           |         |
| 1. AVT 104 (4)   |  | 1. _____  | _____   |
| 2. CS 112, GAME 210 (4,3)                              |  | 2. _____  | ___ ___ |
| 3. GAME 230, GAME 231 (3,3)                            |  | 3. _____  | ___ ___ |
| 4. GAME 232, GAME 250 (3,3)                            |  | 4. _____  | ___ ___ |
| 5. GAME 300, GAME 310 (1,3)                            |  | 5. _____  | ___ ___ |
| 6. GAME 330, GAME 331 (3,1)                            |  | 6. _____  | ___ ___ |
| 7. GAME 332 (writing intensive course), GAME 367 (3,3) |  | 7. _____  | ___ ___ |
| 8. GAME 398, GAME 410 (3,3)                            |  | 8. _____  | ___ ___ |
| 9. GAME 489, GAME 490 (1,6)                            |  | 9. _____  | ___ ___ |
| 10. GAME 491 (3-4)                                     |  | 10. _____ | _____   |

**b. Digital Media Electives (at least 12 credits)**

Complete at least twelve credits from the following: (or another course with advisor's approval) (circle choices)  
 AVT 280 (4), AVT 354 (3), AVT 382 (3), AVT 383 (3), AVT 390 (3), AVT 482 (3), AVT 487 (3), ENGH 372 (3),  
 FAVS 399 (1-3), GAME 320 (3), GAME 399 (1-4), GAME 431 (3)

**c. Visual Arts Electives (6-8)**

Complete at least 6-8 credits from the following: (or another course with advisor's approval) (circle choices)  
 AVT 215 (4), AVT 217 (4), AVT 222 (4), AVT 232 (4), AVT 243 (4), AVT 252 (4), AVT 262 (4), AVT 311 (3), AVT 323 (3),  
 AVT 324 (3), AVT 333 (3), AVT 337 (3), AVT 343 (3), AVT 353 (3), AVT 363 (3)

**All GAME courses except GAME 101, GAME 250 and GAME 367 must be passed with a grade of C or better.**

**All GAME undergraduate students must earn a minimum 2.00 cumulative GPA in their major.**

**GENERAL ELECTIVES (6-9 credits)** (List courses) Activity courses offered by the College of Education and Human Development cannot be counted toward credits required for a degree in CVPA. Students may take non-activity RECR courses for elective credit for CVPA degrees.

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|  |  | _____ | _____ |

**MINIMUM HOURS TO GRADUATE: 120 (including Minimum 45 UPPER DIVISION HOURS)**

This planning form is intended to be used in consultation with your academic advisor and reflects the requirements for the 2017-2018 Catalog; the University Catalog is the official reference for program requirements.

## COURSE LISTS (COMPUTER GAME DESIGN)

### Mason Core Requirements

Written Communication: ENGH 101 (or 100) and ENGH 302

Oral Communication: COMM 100 or COMM 101

Quantitative Reasoning: **MATH 113**. The Math Placement Test is required to take MATH 113. See this web site for more information:  
[http://math.gmu.edu/placement\\_test.php](http://math.gmu.edu/placement_test.php)

Literature: ARAB 325; CHIN 310, 311, 325, 328; CLAS 250, 260, 340, 350, 360, 380; ENGH 201, 202, 203, 204; FREN 325, 329; FRLN 330; GERM 325; ITAL 320, 325; JAPA 340; KORE 311; PHIL 253; RELI 235, 333; RUSS 325, 326, 327; SPAN 325

Arts: ARTH 101, 102, 103, 200, 201, 203, 204, 321, 322, 324, 333, 334, 335, 340, 341, 342, 344, 345, 360, 362, 370, 372, 373, 376; **AVT 103, 104**, 215, 222, 232, 243, 252, 253, 262, 272, 385; DANC 101, 119, 125, 131, 145, 161, 225, 231, 245, 301, 325, 331, 345, 425, 445, 390, 391; ENGH 370, 371, 372, 396; FAVS 225; GAME 101; MUSI 100, 101, 102, 107, 280, 301, 302, 380, 381, 382, 383, 384, 385, 387, 389, 485; PHIL 156; THR 101, 150, 151, 210, 230, 395, 411, 412.

Western Civilization: HIST 100 or 125; transfer students may substitute: the following courses for HIST 100: HIST 101, 102, 301, 302, 304, 305, 306, 308, 309, 312, 314, 322, 388, 436, 480; and the following courses for HIST 125: HIST 202, 387.

Social and Behavioral Sciences: **PSYC 100**

Natural Sciences: **PHYS 103 or PHYS 160/161**; ASTR 111/112, 113/114, 115; BIOL 103, 106/107; BIOL 213; CDS 101/102; CHEM 103,104,155,156; CHEM 211/213, 212/214, 251; CLIM 102, 111/112; EVPP 110,111; GEOL 101,102; GGS 121; PHYS104; PHYS 111/112; PHYS 243/244, 245/246; PHYS 260/261; 262/263

Global Understanding: ANTH 302, 306, 307, 308, 309, 312, 313, 316, 331, 332, 382; ARTH 319, 320, 382, 383, 384, 385, 386; BUS 200; CEIE 100; COMM 305, 456; CRIM 405; DANC 118, 318, 418; ECON 360, 361, 362, 380, 390; ENGH 362, 366; FAVS 300; FRLN 331; GCH 205; GGS 101; GLOA 101; GOVT 132, 133; HIST 251, 252, 261, 262, 271, 272, 281, 282, 328, 329, 356, 357, 358, 360, 364, 365, 387, 460, 462; JAPA 310; MBUS 305; MUSI 103, 431; PHIL 243; PROV 105; PSYC 379; RELI 100, 211, 212, 313, 315, 320, 322, 341, 374; RUSS 354; SOCI 120, 320, 332; SPAN 322, 466; SYST 202; THR 359, TOUR 210; WMST 100

Information Technology: **AVT 180 & CS 105**

Synthesis: **GAME 490**