

Computer Game Design Sample Schedule

Catalog Year 2017-2018

Freshman Year

Fall	Credits	Spring	Credits
GAME 210 - Basic Game Design	3	GAME 250 - Music for Film and Video	3
GAME 230 - History of Computer Game Design	3	AVT 104 - Studio Fundamentals I	4
ENGH 101 - Composition	3	MATH 113 - Analytic Geometry and Calculus I	4
MATH 105 - Precalculus Mathematics	4	Mason Core Oral Communication Requirement	3
Mason Core Western Civilization Requirement	3	CS 105 - Computer Ethics and Society	1
	16		15

Sophomore Year

Fall	Credits	Spring	Credits
GAME 231 - Computer Animation for Games	3	GAME 310 - Game Design Studio	3
GAME 232 - Online and Mobile Gaming	3	GAME 398 - Advanced Game Design Animation	3
CS 112 - Introduction to Computer Programming	4	PSYC 100 - Basic Concepts in Psychology	3
AVT 180 - New Media in the Creative Arts	3	GAME 367 - Writing and Editing Music and Sound	3
Any Visual Arts Elective	3 - 4	Any Digital Media Elective	3 - 4
	16 - 17		15 - 16

Junior Year

Fall	Credits	Spring	Credits
GAME 330 - Computer Game Platform Analysis	3	GAME 410 - Advanced Game Design Studio	3
GAME 331 - Platform Analysis Lab	1	GAME 300 - Portfolio Preparation	1
GAME 332 - Story Design for Computer Games	3	ENGH 302 - Advanced Composition	3
Mason Core Literature Requirement	3	Mason Core Natural Science Including Lab	4
PHYS 103 - Physics and Everyday Phenomena I	4	Any Digital Media Elective	3 - 4
GAME 489 - Pre Internship Seminar	1		
	15		14 - 15

Senior Year

Fall	Credits	Spring	Credits
GAME 490 - Senior Game Design Capstone	3	GAME 490 - Senior Game Design Capstone	3
GAME 491 - Internship	3	Any Digital Media Elective	3 - 4
Any Digital Media Elective	3 - 4	Any Visual Arts Elective	3 - 4
Mason Core Global Understanding Requirement	3	General Elective	3 - 4
General Elective	3 - 4	General Elective	3 - 4
	15 - 17		15 - 17