

COMPUTER GAME DESIGN, BFA

Banner Code: AR-BFA-GAME

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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), 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

| | | |
|--------------------------------|---|---|
| ENGH 101 | Composition (Mason Core) ¹ | 3 |
| ENGH 302 | Advanced Composition (Mason Core) | 3 |
| AVT 180 | New Media in the Creative Arts (Mason Core) | 3 |
| CS 105 | Computer Ethics and Society (Mason Core) | 1 |
| MATH 113 | Analytic Geometry and Calculus I (Mason Core) | 4 |
| Select one from the following: | | 4 |
| PHYS 103 | Physics and Everyday Phenomena I (Mason Core) | |
| PHYS 160 & PHYS 161 | University Physics I (Mason Core) and University Physics I Laboratory (Mason Core) (or another laboratory science course approved by advisor) | |

| | | |
|---------------|---|----|
| PSYC 100 | Basic Concepts in Psychology (Mason Core) | 3 |
| Total Credits | | 21 |

¹ Nonnative speakers of English with limited proficiency in the language may substitute ENGH 100 Composition for Multilingual Writers (Mason Core) for ENGH 101 Composition (Mason Core). Students must attain a minimum grade of C in ENGH 100 Composition for Multilingual Writers (Mason Core) or ENGH 101 Composition (Mason Core), as well as ENGH 302 Advanced Composition (Mason Core), to fulfill degree requirements.

Non-Specific Mason Core Requirements

| | |
|------------------------------------|----|
| Oral Communication | 3 |
| Arts | 3 |
| Literature | 3 |
| Natural Science ¹ | 4 |
| Western Civilization/World History | 3 |
| Global Understanding | 3 |
| Total Credits | 19 |

¹ including laboratory

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

Major Core

| | | |
|----------------|---|-------|
| AVT 104 | Two-Dimensional Design and Color (Mason Core) | 4 |
| CS 112 | Introduction to Computer Programming (Mason Core) | 4 |
| GAME 210 | Basic Game Design | 3 |
| GAME 230 | History of Computer Game Design | 3 |
| GAME 231 | Computer Animation for Games | 3 |
| GAME 232 | Online and Mobile Gaming | 3 |
| GAME 250 | Music for Film and Video | 3 |
| GAME 300 | Portfolio Preparation | 1 |
| GAME 310 | Game Design Studio | 3 |
| GAME 330 | Computer Game Platform Analysis | 3 |
| GAME 331 | Consumer Gaming Platform Analysis Lab | 1 |
| GAME 332 | RS: Story Design for Computer Games | 3 |
| GAME 367 | Writing and Editing Music and Sound | 3 |
| GAME 398 | Advanced Game Design Animation | 3 |
| GAME 410 | Advanced Game Design Studio | 3 |
| GAME 489 | Pre-Internship Seminar | 1 |
| Six credits of | | 6 |
| GAME 490 | Senior Game Design Capstone (Mason Core) (Must be taken twice for 3 credits each) | |
| GAME 491 | Internship | 3-4 |
| Total Credits | | 53-54 |

Digital Media Electives

Select at least 12 credits from the following (or another course approved by your advisor): 12

| | |
|---------------|--|
| AVT 280 | Introduction to New Media Arts |
| AVT 354 | Digital Photography II |
| AVT 382 | 2D Experimental Animation |
| AVT 383 | 3D Experimental Animation |
| AVT 390 | Video Art |
| AVT 482 | Advanced Image Making |
| AVT 487 | Advanced Topics: New Media Art |
| ENGH 372 | Introduction to Film (Mason Core) |
| FAVS 399 | Special Topics in Film and Video Studies |
| GAME 320 | Digital Painting for Games |
| GAME 399 | Special Topics |
| GAME 431 | Advanced Game Animation I |
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| Total Credits | 12 |

Visual Arts Electives

Select 6-8 credits from the following (or another course approved by your advisor): 6-8

| | |
|---------------|---------------------------------------|
| AVT 215 | Typography (Mason Core) |
| AVT 217 | Introduction to Web Design |
| AVT 222 | Drawing I (Mason Core) |
| AVT 232 | Painting I (Mason Core) |
| AVT 243 | Printmaking I (Mason Core) |
| AVT 252 | Darkroom Photography I (Mason Core) |
| AVT 262 | Sculpture I (Mason Core) |
| AVT 311 | Graphic Design Methods and Principles |
| AVT 323 | Drawing II |
| AVT 324 | Figure Drawing |
| AVT 333 | Painting II |
| AVT 337 | Figurative Painting |
| AVT 343 | Printmaking II |
| AVT 353 | Darkroom Photography II |
| AVT 363 | Sculpture II |
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| Total Credits | 6-8 |

General Electives

Select 6-9 credits of General Electives 6-9

Total Credits 6-9