

GEORGE MASON UNIVERSITY
COLLEGE OF VISUAL AND PERFORMING ARTS
B.F.A. DEGREE COMPUTER GAME DESIGN (A407Performing Arts Building, 703-993-1321)
cvpa.gmu.edu/gamesdesign.html
2011-2012 CATALOG

	<u>Department(s) & Course #(s)</u>	<u>Completed/ Grade(s)</u>	<u>Needed</u>
GENERAL EDUCATION REQUIREMENTS (43)			
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. MATH 113 (4)		_____	_____
d. Literature (3)		_____	_____
e. MUSI 100 (3)	_____	_____	_____
f. Western Civilization (3)	_____	_____	_____
g. PSYC 100 (3)		_____	_____
h. PHYS 160/161 & a lab science (3/1,4)		_____	_____
i. MUSI 103 or DANC 118 (circle choice) (3)		_____	_____
j. AVT 180 (3) and CS 105 (1)		_____	_____
k. Synthesis (3)	_____	_____	_____

MAJOR REQUIREMENTS (78 hours required)

a. Major Core (59)			
1. AVT 104, AVT 280 (4,4)		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 310, GAME 330 (3,3)		5. _____	_____
6. GAME 331, GAME 332 (writing intensive course) (1,3)		6. _____	_____
7. GAME 367, GAME 398 (3,3)		7. _____	_____
8. GAME 410, GAME 490 (3,3)		8. _____	_____
9. GAME 491, MUSI 101 (4,3)		9. _____	_____
b. Digital Media Electives (10)			
Select three courses from the following: (one from AVT required or advisor's approval) (circle choices)			
AVT 354 (4), AVT 382 (4), AVT 383 (4), AVT 390 (4), AVT 482 (4), AVT 487 (4), COMM 355 (3), FAVS 399 (1-3), GAME 399 (1-4)			
c. Visual Arts Electives (8)			
Select two courses from the following: (circle choices)			
AVT 215 (4), AVT 222 (4), AVT 232 (4), AVT 243 (4), AVT 252 (4), AVT 262 (4), AVT 311 (4), AVT 323 (4), AVT 324 (4)			
AVT 333 (4), AVT 343 (4), AVT 363 (4)			

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

MINIMUM HOURS TO GRADUATE: 120

UPPER DIVISION HOURS (minimum 45):

This planning form is intended to be used in consultation with your academic advisor and reflects the requirements for the 2011-2012 Catalog; the University Catalog is the official reference for program requirements.

COURSE LISTS (COMPUTER GAME DESIGN)

University General Education 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://cos.gmu.edu/academics/undergraduate/math_placement_testing)

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 325; PHIL 253; RELI 235; RUSS 325, 326, 327; SPAN 325

Arts: AVT 104, MUSI 100, MUSI 101

Western Civilization: HIST 100 or 125; transfer students may substitute the following courses for HIST 100 or 125: HIST 101, 102, 301, 302, 304, 305, 306, 308, 309, 314, 321, 322, 388, 435, 436, 480.

Social and Behavioral Sciences: PSYC 100

Natural Sciences: PHYS 160/161 & one additional lab science from: ASTR 111/112, 113/114; BIOL 103, 104; BIOL 213; CHEM 103,104,155,156; CHEM 211, 212, 251; CLIM 111/112; EVPP 110,111; GEOL 101,102; PHYS 260/261

Global Understanding: DANC 118 or MUSI 103

Information Technology: **CS 105, CS 112, AVT 180**

Synthesis: ANTH 400; ARTH 394; AVT 497, 498; BINF 354; BIOL 301; BIS 490; CEIE 490; COMM 326, 362, 454; CONF 490; CONS 490; CRIM 495; CS 306; DANC 490; ECE 447, 492, 493; ECON 309; EDCI 490; ENGH 305; EVPP 335; FAVS 352; FRLN 385; GEOL 420; GGS 303, 304; GOVT 490, 491; HAP 465; HIST 300, 499; IT 492; LAS 499; MATH 400; MUSI 490; NCLC 308; PHIL 309, 343, 377, 378; PSYC 405, 406; RELI 490; RUSS 353; SOCI 377, 483; SOCW 323, SOM 498; SPAN 388; SYST 495; THR 440, 496; PROV 342; UNIV 442