

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/>
2018 - 2019 CATALOG

	<u>Department(s) & Course #(s)</u>	<u>Completed/ Grade(s)</u>	<u>Needed</u>
<u>MASON CORE REQUIREMENTS (37)</u>			
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. Arts (satisfied by major requirement: AVT 104)		_____	_____
f. Western Civilization (3)		_____	_____
g. PSYC 100 (3)		_____	_____
h. PHYS 103 or PHYS 160/161 & another approved lab science (4,4)		_____	_____
i. Global Understanding (3)		_____	_____
j. AVT 180 (3) and CS 105 (1)		_____	_____
k. Synthesis (satisfied by major requirements: GAME 490)		_____	_____

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

MAJOR REQUIREMENTS (71-74 credit hours required)

a. Major Core (53-54 credits)

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.

		_____	_____
		_____	_____
		_____	_____
		_____	_____

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 2018 - 2019 Catalog; the University Catalog is the official reference for program requirements.

Sample Schedule

This is an example schedule to help you navigate the major and look ahead when planning future semesters. Your path through the major will be similar in some areas but may end up quite different in others.

The Main Progression

You have a great deal of flexibility as to when you take many of the below classes, with one exception: There is a series of general design classes that are linked in a chain of prerequisites; each class or pair of classes needs to be done before you can take the next class or pair in the progression. This progression starts with GAME 210 plus GAME 230 and ends with GAME 410. Classes in this progression are marked in **bold** on the sample schedule below. Pay special attention to your progress in this chain when putting together your schedule.

Which Math course you take first will depend on your score on the Math Placement Test.

Look out! PHYS 103 is only offered in fall semesters. Keep that in mind when planning your own schedule.

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		
	16		14

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

Internships are also often done in the summer immediately before or even after senior year.

Your senior project takes place over two consecutive semesters in your last year.