

College of Visual and Performing Arts - Computer Game Design, BFA

Catalog Year: 2019 - 2020		Grades		
Mason Core Requirements (40 credits)	Course Information	Credits	Earned	Needed
Written Communication:	ENGH 101 (100)	3		
Oral Communication:		3		
*Quantitative Reasoning	*Satisfied by MATH 113	4		
*Information Technology	*Satisfied by AVT 180 and CS 105	4		
Arts		3		
Global Understanding		3		
Literature		3		
Natural Science with Lab		4		
*Natural Science with Lab	*Satisfied by PHYS 103 or PHYS 160/161	4		
*Social and Behavioral Sciences	*Satisfied by PSYC 100	3		
Western Civilization/World History		3		
Written Communication:	ENGH 302	3		
*Synthesis/Capstone	*Satisfied by GAME 490			
Major Requirements (71 - 74credits) 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				
AVT 104	Two-Dimensional Design and Color	4		
CS 112	Introduction to Computer Programming	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		
GAME 490	Senior Game Design Capstone	6		
GAME 491 (3-4 credits)	Internship	3-4		
Digital Media Electives (12 credits) from: AVT 280, 354, 382, 383, 390, 482, 487; ENGH 372; FAVS 399; GAME 320, 399, 431				
Digital Media Elective #1:				
Digital Media Elective #2:				
Digital Media Elective #3:				
Digital Media Elective #4:				
Visual Arts Electives (6-8 credits) from: AVT 215, 217, 222, 232, 243, 252, 262, 311, 323, 324, 333, 337, 343, 353, 363				
Visual Arts Elective #1:				
Visual Arts Elective #2:				
Visual Arts Elective (if needed) #3:				
Degree Notes				
Approx. 6-9 remaining credits may be completed with elective courses to bring the degree total to 120 with 45 of these credits at the 300/400 level.				
Advisor Notes:				

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 GAME courses that are important to have finished by certain semesters during your time here. Classes in this progression are marked in **bold** on the sample schedule below. When putting together your schedule, look ahead to be sure you will meet the prerequisites for the courses in this chain by the time you need to take them.

Which Math course you take first will depend on your score on the Math Placement Test (see page 4)

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	GAME 140 - Applied Coding for Game Designers	3
ENGH 101 - Composition	3	MATH 113 - Analytic Geometry and Calculus I	4
MATH 105 - Precalculus Mathematics	4	AVT 104 - 2D Design and Color	4
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
Mason Core Oral Communication Requirement	3	PSYC 100 - Basic Concepts in Psychology	3
AVT 180 - New Media in the Creative Arts	3	Mason Core Literature Requirement	3
Any Visual Arts Elective	3 - 4	Any Digital Media Elective	3 - 4
	15 - 16		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 489 - Pre-Internship Seminar	1
ENGH 302 - Advanced Composition	3	GAME 332 - Story Design for Computer Games	3
GAME 367 - Writing and Editing Music and Sound	3	Mason Core Natural Science Including Lab	4
PHYS 103 - Physics and Everyday Phenomena I	4	Any Visual Arts Elective	3 - 4
GAME 300 - Portfolio Preparation	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 Digital Media Elective	3 - 4
Mason Core Global Understanding Requirement	3	General Elective	3
General Elective	3	General Elective	3
	15 - 16		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.