

GEORGE MASON UNIVERSITY
COLLEGE OF VISUAL AND PERFORMING ARTS
B.F.A. DEGREE COMPUTER GAME DESIGN (2020 Art and Design Building, 703-993-5734)
<http://www.masongamedesign.org/undergradprogram.html>

2013-2014 CATALOG

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

MAJOR REQUIREMENTS (77 hours required)

a. Major Core (53-54)			
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 13)			
Select three courses from the following: (or another course with advisor's approval) (circle choices)			
AVT 280 (4), AVT 354 (4), AVT 382 (4), AVT 383 (4), AVT 390 (4), AVT 482 (4), AVT 487 (4), COMM 355 (3), ENGH 372 (3), FAVS 399 (1-3), GAME 399 (1-4)			
c. Visual Arts Electives (8)			
Select two courses 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 (4), AVT 323 (4), AVT 324 (4), AVT 333 (4), AVT 337 (4), AVT 343 (4), AVT 353 (4), AVT 363 (4)			

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 (List courses)

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 2013-2014 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 320, 325; JAPA 340; PHIL 253; RELI 235; RUSS 325, 326, 327; SPAN 325

Arts: ARTH 101, 102, 103, 200, 201, 203, 204, 321, 322, 324, 333, 334, 335, 340, 341, 342, 344, 345, 360, 362, 372, 373, 376; AVT 103, 104, 215, 222, 232, 243, 252, 253, 262, 272; DANC 101, 119, 125, 131, 145, 161, 225, 231, 245, 301, 390, 391; ENGH 370, 372, 396; FAVS 225; GAME 101; MUSI 100, 101, 102, 107, 301, 302, 380, 381, 382, 383, 384, 385, 387, 389, 485; PHIL 156; THR 101, 150, 151, 210, 230, 395, 411, 412.

Western Civilization: HIST 100 or 125; transfer students may substitute the following courses for HIST 100: HIST 101, 102, 301, 302, 304, 305, 306, 308, 309, 312, 314, 322, 388, 435, 436, 480; transfer students may substitute the following courses for HIST 125: HIST 202 & 387.

Social and Behavioral Sciences: PSYC 100

Natural Sciences: **PHYS 103 or PHYS 160/161**; 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; GGS 121; PHYS 104

Global Understanding: ANTH 302, 304, 306, 307, 308, 309, 311, 312, 313, 316, 331, 332, 385; ARTH 319, 320, 380, 382, 383, 384, 385, 386; CEIE 100; COMM 305, 456; CRIM 405; DANC 118, 318, 418; ECON 360, 361, 362, 380, 390; ENGH 362, 366; GCH 205; GGS 101; GLOA 101; GOVT 132, 133; HIST 130, 251, 252, 261, 262, 271, 272, 281, 282, 328, 329, 356, 358, 360, 364, 365, 387, 460, 462; JAPA 310; MSOM 305; MUSI 103, 431; PHIL 243; PSYC 379; RELI 100, 211, 212, 313, 315, 341, 374; RUSS 354; SOCI 120, 320, 332; SPAN 322; SYST 100; THR 359, TOUR 210; WMST 100

Information Technology: **AVT 180 & CS 105**

Synthesis: ANTH 400; ARTH 394; AVT 385, 497, 498; BENG 492, 493; 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, 480; FAVS 352; FRLN 385; GAME 490; GCH 465; GEOL 420; GGS 303, 304; GOVT 490, 491; HAP 465; HIST 300, 499; IT 492; LAS 499; MATH 400; MUSI 490; NCLC 308; NURS 465; PHIL 309, 343, 377, 378; PHYS 346; PROV 342; PSYC 405, 406, 427; RELI 490; RUSS 353; SOCI 377, 483; SOCW 323, SOM 498; SPAN 388; SYST 495; THR 440, 496; UNIV 442