2024-2025 Degree Map-Bachelor of Fine Arts in Game and Interactive Media Design

This map is a term-by-term sample course schedule. The milestones listed to the right of each term are designed to keep you on course to graduate in four years. The Sample Schedule serves as a general guideline to help you build a full schedule each term. See course descriptions and prerequisites at https://catalog.atu.edu/

#Prerequisite Courses: ENGL 0303_____ MATH 0803_____ MATH 1003_____ MATH 0903_____ MATH 1110_____

Possible Careers: Game Developing and Design, User Experience Programming, Game Art & Animation, or Graduate Studies in Digital Media/Game Design

Sample Schedule   Milestones/Notes

Semester 1	Hrs.	Grade	Semester 1
ENGL 1013 - Comp I (ACTS=ENGL 1013)	3	#	
GAME 1003 - Intro to Game Development	3		
MATH 1113 - College Algebra (ACTS=MATH 1103)	3	#	
TECH 1001- Orientation to the University	1		
ART 1303 - Introduction to Drawing	3		
General Elective (1000-4000)	3		General Electives cannot be art courses
Total hours	16	GPA	

Semester 2	Hrs.		Semester 2
ENGL 1023- Comp II (ACTS= ENGL 1023)	3	#	
Social Sciences	3		
ART 1403- Two-Dimensional Design	3		
ART 2213- Digital Skills for the Graphic Designer	3		
COMS 1013- Programming I	3		Prereq: # MATH 1113 or higher
COMS 1011- Programming I Lab	1		Pass/Fail
Total hours	16	GPA	

Semester 3	Hrs.		Semester 3
Fine Arts and Humanities	3		
ART 2103- Art History I (ACTS = ARTA2003)	3		
ART 3001-Sophomore Review	1		
GAME 2003 - Digital 3-D Foundations	3		
Science with Lab	4		
General Elective (3000-4000)	2		General Electives cannot be art courses
Total hours	16	GPA	

Semester 4	Hrs.		Semester 4
U.S. History/Government	3		
ENGL 2043-Creative Writing OR COMM 3163 Write Perform	3		
ART 2113- Art History II (ACTS = ARTA2013)	3		
COMS 2203- Programming II OR ART 2403- Color Design OR ART 2413- 3D Design	3		requires # in COMS 1013/1011
GAME 3013 Game Development I	3		Prereq: GAME 1003
Total hours	15	GPA	ART ADVISOR ASSIGNED

Sample Schedule   Milestones/Notes

Semester 5	Hrs.	Grade	Semester 5
Social Sciences/Fine Arts/Humanities/Speech	3		
Science with Lab	4		
ART 3833- Animation Techniques	3		
GAME 3023-Game Development II	3		
GAME 4263-3D Modeling	3		
Total hours	16	GPA	

Semester 6	Hrs.		Semester 6
Social Sciences	3		
ART 3153-History of Digital Art	3		
ART 3253- Digital Illustration	3		
GAME 4633-3D Animation	3		
GAME 4803-Game Design Theory	3		
Total hours	15	GPA	**APPLY FOR GRADUATION**

Semester 7	Hrs.		Semester 7
Fine Arts and Humanities	3		
ART 3073- Intro to Sculpture OR ART 4233- Illustration Studio OR ART 3303- Drawing Studio I	3		
GAME 4013-Senior Game Project I	3		
ART or GAME Electives (1000-4000 level)	3		
ART or GAME Electives (3000-4000 level)	3		
Total hours	15	GPA	

Semester 8	Hrs.		Semester 8
GAME 4023-Senior Game Project II	3		**Graduation Requirements:**
GAME 4901-Professional Portfolio	1		Min. hours 3000-4000 level courses: 40
ART or GAME Electives (1000-4000 level)	4		No more than 4 PE activity hours
ART or GAME Electives (3000-4000 level)	3		Min. hours required:120
Total Hours	11	GPA	2.00+ GPA

General Electives: 3 hours (1000-4000 level); 2 (3000-4000 level)

# indicates a "C" or better is required

The Arkansas Course Transfer System (ACTS) is designed to assist in planning the academic progress of students. This system contains information about the transferability of courses within Arkansas public colleges and universities. The Arkansas Course Transfer System can be accessed by searching keyword "ACTS" at https://adhe.edu/

Fine Arts and Humanities
ART 2123 Experiencing Art (ACTS=ARTA1003)
MUS 2003 Introduction to Music (ACTS=MUSC1003)
TH 2273 Introduction to Theatre (ACTS=DRAM 1003)
ENGL/JOUR 2173 Introduction to Film
ENGL 2003 Introduction to World Literature (ACTS=ENGL2113)
ENGL 2013 Intro. to American Literature (ACTS=ENGL2653)
PHIL 2003 Introduction to Philosophy (ACTS=PHIL1103)
PHIL 2053 Introduction to Critical Thinking (ACTS=PHIL 1003)
1013 from SPAN, FR, GER, JPN, CHIN, or LAT
1023 from SPAN, FR, GER, JPN, CHIN, or LAT
LEAD 2003 Ethics in Leadership

U.S. History & Government
HIST 1903 Survey of American History
HIST 2003 U.S. History to 1877 (ACTS=HIST2113)
HIST 2013 U.S. History since 1877 (ACTS=HIST2123)
POLS 2003 American Government (ACTS=PLSC2003)
Science with Lab
BIOL 1014- Intro. to Biological Science (ACTS= BIOL1004)
BIOL/PHSC 1004- Principles of Environmental Science
GEOL 1014- Physical Geology (ACTS= GEOL 1114)
University Honors students should consult Course Catalog for appropriate Fine Arts/Humanities, US History/Government and Social Science options for University Honors Curriculum.

Social Sciences
HIST 1503 World History to 1500 (ACTS=HIST1113)
HIST 1513 World History since 1500 (ACTS=HIST1123)
HIST 2003 U.S. History to 1877 (ACTS=HIST2113)
HIST 2013 U.S. History since 1877 (ACTS=HIST2123)
HIST 1903 Survey of American History
POLS 2003 American Government (ACTS=PLSC2003)
ECON 2003 Principles of Macroeconomics (ACTS=ECON2103)
ECON 2013 Principles of Microeconomics (ACTS=ECON2203)
SOC 1003 Introductory Sociology (ACTS=SOCI1013)
PSY 2003 General Psychology (ACTS=PSYC1103)

ANTH 1213 Intro. to Anthropology (ACTS=ANTH1013)
ANTH 2003 Cultural Anthropology (ACTS=ANTH2013)
GEOG 2013 Regional Geography of the World (ACTS=GEOG2103)
AMST 2003 American Studies
FIN 2013 Personal Finance
LEAD 1003 Introduction to Leadership
Communication Courses
COMM 1003 Intro to Speech Comm
COMM 2003 Public Speaking
COMM 2173 Business and Professional Speaking