

| Degree: Art, B.F.A.: Interaction & Game Design Concentration 21-22 | | | | |
|--|--------------------------------|---|--|-------|
| Requirement Area | Course | Course Title | Prerequisites | Units |
| First Semester (FALL) | | | | |
| E | GS 101A | Foundations of Success I | | 1 |
| A1 | | Oral Communication | | 3 |
| B4 | | Quantitative Reasoning | | 3 |
| Art Foundation & C1 | ART 102 | 2D Processes | | 3 |
| D1 | | Social Science | | 3 |
| ART Foundation & C1 | ART 103 | 3D Processes | | 3 |
| | | | Total: | 16 |
| Second Semester (SPRING) | | | | |
| E | GS 101B | Foundations of Success II | | 1 |
| A2 | | Written Communication | | 3 |
| C2 | | Humanities | | 3 |
| F | | Ethnic Studies | | 3 |
| ART Foundation | ART 101 | Introduction to Photography | | 3 |
| ART Foundation | ART 120 | Art of Asia and the Pacific World | | 3 |
| | | | Total: | 16 |
| Third Semester (FALL) | | | | |
| E | | Lifelong Learning and Self-Development | | 1 |
| A3 | PHIL 100 | Workshop in Critical Thinking | | 3 |
| D2 | | Social Science | | 3 |
| B2/B3 | | Life Science/Laboratory Activity | | 3 |
| Second Composition | ART 229 | Writing about Art and Design | | 3 |
| Art Foundation | ART 104 | 4D Processes | | 3 |
| | | | Total: | 16 |
| Fourth Semester (SPRING) | | | | |
| Code 2 | | U.S. Code | | 3 |
| B1/B3 | | Physical Science/Laboratory Activity | | 3 |
| Code 1 | | U.S. Code | | 3 |
| LD Major | ART 100 | Fundamentals of Drawing | | 3 |
| LD Major | ART 152 | Web Design 1 | ART 100 and ART 102 | 3 |
| | | | Total: | 15 |
| Fifth Semester (FALL) | | | | |
| UD-B/Overlay | | UD Science Inquiry and Quantitative Reasoning | Completion of GE areas A1, A2, A3 and B4 | 3 |
| UD-D/Overlay | | UD Social Science | Completion of GE areas A1, A2, A3 and B4 | 3 |
| LD Major | ART 241 | 4D Project Development & Pre-Production | ART 102 | 3 |
| LD Major | ART 127 | History of Play, Games, and Interactivity | | 3 |
| LD Major | ART 251 | Interaction Design | | 3 |
| | | | Total: | 15 |
| Sixth Semester (SPRING) | | | | |
| *Add'l C1 or C2 | | Arts/Humanities | | 3 |
| UD Major | ART 491 | BFA Critique | Junior, senior or post-baccalaureate standing | 1 |
| UD Major | ART 323 | Modern Media, Art & Culture 1 | | 3 |
| UD Major | ART 255 | Game Design 1 | | 3 |
| UD Major | ART 259 | Interaction Design Studio 1 | | 3 |
| Elective | | | | 3 |
| UD Major | ART 440 | Forum | | 1 |
| | | | Total: | 17 |
| Seventh Semester (FALL) | | | | |
| UD-C & UD Major Restricted Elective | ART 420, 423, or 426 | Upper Division Art History | Completion of GE areas A1, A2, A3 and B4 | 3 |
| UD Major | ART 491 | BFA Critique | Junior, senior or post-baccalaureate standing | 1 |
| UD Major | ART 326 | Contemporary Visual Studies 1 | | 3 |
| UD Major | ART 356 | Interaction Design Studio 2 | ART 259 | 3 |
| UD Major | ART 351 | Usability Theory & Experience Design | ART 251 and ART 259 | 3 |
| Elective/Overlay | | | | 3 |
| | | | Total: | 16 |
| Eighth Semester (SPRING) | | | | |
| UD Major | ART 352 | Web Design 2 | ART 152 and ART 251 | 3 |
| UD Major | ART 491 | BFA Critique | Junior, senior or post-baccalaureate standing | 1 |
| UD Major | ART 496 | Special Topics | All of: ART 100, ART 101, ART 102, ART 103, ART 104; and, either ART 120 or ART 220. | 3 |
| UD Major Restricted Elective | ART 242, 355, 357, 452, or 455 | | | 3 |
| UD Major Restricted Elective | ART 242, 355, 357, 452, or 455 | | | 3 |
| Capstone | ART 493B | Interaction and Game Design Senior Project | | 3 |
| | | | Total: | 16 |
| Total Units: | | | | 127 |

Note: No changes to, or from, the credit/no credit pattern are permitted after the Grade Type Change period. There are no exceptions to this rule. Courses in a student's major department, regardless of course prefix, may not be taken "CR/NC," unless that is the only grading pattern in the course.

| CSUEB General Breadth and Graduation Requirement Checklist | |
|--|--|
| Area A (9 units): Communication in the English Language & Critical Thinking (Must earn passing grade of C-/CR or better) | |
| <input type="checkbox"/> A1. COMM 100 or 104, MLL 111 | |
| <input type="checkbox"/> A2. ENGL 101, 102, or 104 | |
| <input type="checkbox"/> A3. PHIL 100 | |
| Area B (9 units) : Scientific Inquiry & Quantitative Reasoning | |
| <input type="checkbox"/> B1. Physical Science | |
| <input type="checkbox"/> B2. Life Science | |
| <input type="checkbox"/> B3. Laboratory Activity | |
| <input type="checkbox"/> B4. Quantitative Reasoning (Must earn passing grade of C-/CR or better.) | |
| Area C (9 units): Arts & Humanities - Minimum of three different disciplines as designated by course prefix (e.g., ART, THEA, MUS) | |
| <input type="checkbox"/> C1. Arts | |
| <input type="checkbox"/> C2. Humanities | |
| <input type="checkbox"/> *Additional Lower-division Area C Course in Arts (C1) or Humanities (C2) | |
| Area D (6 units) : Social Sciences - Minimum of three different disciplines as designated by course prefix (e.g., ANTH, ECON, POSC) | |
| <input type="checkbox"/> D1. | |
| <input type="checkbox"/> D2. | |
| Area E (3 units) : Lifelong Learning and Self-Development | |
| <input type="checkbox"/> E. | |
| Area F (3 units): Ethnic Studies | |
| <input type="checkbox"/> F. | |
| Second Composition : Requires completion of GE A2 with a C-/CR or better. Must be completed before attaining junior standing. | |
| <input type="checkbox"/> Second Composition | |
| U.S. Code (American Institutions Requirement) - Two courses (6 units) covering three U.S. Code Requirements of US-1 (U.S. History), US-2 (U.S. Constitution), and US-3 (California State & Local Government). | |
| <input type="checkbox"/> Code 1. | |
| <input type="checkbox"/> Code 2. | |
| Upper Division GE Requirements (9 units): Should be taken after completion of A1, A2, A3, and B4 with a C- (CR) | |
| <input type="checkbox"/> UD-B. Upper-division Science Inquiry and Quantitative Reasoning | |
| <input type="checkbox"/> UD-C. Upper-division Arts OR Humanities | |
| <input type="checkbox"/> UD-D. Upper-division Social Sciences | |
| Overlay Requirements (9 units): Courses may be upper or lower division, and GE or major | |
| <input type="checkbox"/> Diversity (Div) | |
| <input type="checkbox"/> Social Justice (SJ) | |
| <input type="checkbox"/> Sustainability (S) | |
| Restricted Electives | |
| Choose two (2) of the following for 6 units: | |
| ART 242 - Audio Production for Video and Animation Units: 3 | |
| ART 355 - Game Design II Units: 3 | |
| ART 357 - Interaction Design Studio III : Interactive Immersive Experiences Units: 3 | |
| ART 452 - Web Design III: Design Evolution Units: 3 | |
| ART 455 - Game Development Team Project Units: 3 | |