Degree: Art, B.F.A.: Interaction & Game Design Concentration 23-24

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
UWR				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	ART242, 355, 357, 452, or 455			3
UD Major Restricted Elective	ART242, 355, 357, 452, or 455			3
Capstone	ART 493B	Interaction and Game Design Senior Project		3
			Total:	16
Total Units:				127

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)
- ☐ A1. COMM 100 or 104, MLL 111
- ☐ A2. ENGL 101, 102, or 104
- ☐ A3. PHIL 100

Area B (9 units) : Scientific Inquiry & Quantitative Reasoning
- ☐ B1. Physical Science
- ☐ B2. Life Science
- ☐ B3. Laboratory Activity
- ☐ B4. Quantitative Reasoning (Must earn passing grade of C-/CR or better.)

Area C (9 units): Arts & Humanities - Minimum of two different disciplines as designated by course prefix (e.g., ART, THEA, MUS)
- ☐ C1. Arts
- ☐ C2. Humanities
- ☐ *Additional Lower-division Area C Course in Arts (C1) or Humanities (C2)

Area D (6 units) : Social Sciences - Minimum of two different disciplines as designated by course prefix (e.g., ANTH, ECON, POSC)
- ☐ D1.
- ☐ D2.

Area E (3 units) : Lifelong Learning and Self-Development
- ☐ E.

Area F (3 units): Ethnic Studies
- ☐ F.

Second Composition : Requires completion of GE A2 with a C-/CR or better. Must be completed before attaining junior standing.
- ☐ Second Composition

University Writing Requirement
- ☐ UWR

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).
- ☐ Code 1.
- ☐ Code 2.

Upper Division GE Requirements (9 units): Should be taken after completion of A1, A2, A3, and B4 with a C- (CR)
- ☐ UD-B. Upper-division Science Inquiry and Quantitative Reasoning
- ☐ UD-C.Upper-division Arts OR Humanities
- ☐ UD-D. Upper-division Social Sciences

Overlay Requirements (9 units): Courses may be upper or lower division, and GE or major
- ☐ Diversity (Div)
- ☐ Social Justice (SJ)
- ☐ 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

*Students are required to take a minimum of 40 semester units as upper division (includes 9 units upper division GE)

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.

Revised: 03/24/23