

Degree: Art, B.F.A.: Interaction & Game Design Concentration				
Requirement Area	Course	Course Title	Prerequisites	Units
First Semester				
E	GS 101A	Foundations of Success I		1
A1				3
B4				3
Art Foundation & C1	ART 102	2D Processes		3
D1				3
ART Foundation & C1	ART 103	3D Processes		3
			Total:	16
Second Semester				
E	GS 101B	Foundations of Success II		1
A2				3
C2				3
D2				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				
E	LIB 101	Information Literacy		1
A3				3
D3				3
B2/B3				3
Writing II	ART 229	Writing about Art and Design		3
Art Foundation	ART 104	4D Processes		3
			Total:	16
Fourth Semester				
Code 2				3
B1/B3				3
Code 1				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				
B6			Completion of GE areas A1, A2, A3 and B4	3
D4			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				
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:	14
Seventh Semester				
C4 & UD Major Restrict	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
			Total:	13
Eighth Semester				
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 EI	ART242, 355, 357, 452, or 455			3
UD Major Restricted EI	ART242, 355, 357, 452, or 455			3
Capstone	ART 493B	Interaction and Game Design Senior Project		3
			Total:	16
Total Units:				121

General Education & University Requirements - Suggested Courses
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
<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 (9 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.
<input type="checkbox"/> D3.
Area E (3 units): Lifelong Learning and Self-Development
<input type="checkbox"/> E.
Second Composition: Requires completion of GE A2 with a C-/CR or better. Must be completed before attaining junior standing.
<input type="checkbox"/> Writing II.
University Writing Skills Requirement
<input type="checkbox"/> UWSR Writing Skills Test (WST) or First and/or Second Tier Courses
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"/> B6. Upper-division Science Inquiry and Quantitative Reasoning
<input type="checkbox"/> C4. Upper-division Arts OR Humanities
<input type="checkbox"/> D4. 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)