### Degree roadmap for Interaction & Game Design BFA 2024-25

#### Lower Division Foundation (18 units)
- **Course #**  
  - Art 100: Fundamentals of Drawing (GE C1)  
  - Art 101: Photography 1  
  - Art 102: 2D Processes  
  - Art 103: 3D Processes  
  - Art 104: 4D Processes  
  - Art 120: Art of Asia and the Pacific World (GE C1)  

#### Upper Division Foundation (18 units)
- **Course #**  
  - Art 127: History of Play & Games  
  - Art 152: Web Design 1  
  - Art 241: 4D Project Development & Pre-Production  
  - Art 251: Interaction & Experience Design Foundations  
  - Art 255: Game Design 1  
  - Art 259: Interaction Design Studio 1  

#### Upper Division Interaction & Game Design (18 units)
- **Course #**  
  - Art 323: Art and Media in Modernity [Social Justice]  
  - Art 326: Contemporary Visual Studies  
  - Art 496: Special Topics

#### Choose ONE
- **Course #**  
  - Art 420W: Writing about World Art [UD-C]  
  - Art 423W: Writing about Art & Media in Modernity [UD-C]  
  - Art 426W: Writing about Contemporary Visual Studies [UD-C]  
  - Art 491: BFA Critique = 1 unit x 3 take once a semester for 3 semesters  
  - Art 440: Forum = 1 unit

#### Choose TWO
- **Course #**  
  - Art 242: Audio Production  
  - Art 355: Game Design 2  
  - Art 357: Interaction Design Studio 3 (226 or 255 & 356)  
  - Art 452: Web Design 3  
  - Art 455: Game Development Team Project

#### Complete most Upper Division Courses before commencing your Capstone

#### Capstone (3 units)
- **Course #**  
  - Art 493B: Interaction & Game Design Senior Project (Senior standing, BFA majors, and 351, 352, or 355)