# SAMPLE BFA Art, Game Arts Roadmap

*Junior Standing to Graduation in 4 semesters*

| 1st semester of Junior standing at CSUEB | | | 2nd Semester | | | 3rd Semester | | | 4th Semester | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Course #, Title** | **Pre-reqs** | **Units** | **Course #, Title** | **Pre-reqs** | **Units** | **Course #, Title** | **Pre-reqs** | **Units** | **Course #, Title** | **Pre-reqs** | **Units** |
| **ART 104**<br>4D Processes | | 3 | **ART 355**<br>Game Characters and Concepts | 255 | 3 | **ART 454**<br>Level and Virtual Set Design | 246, 255 | 3 | **ART 455**<br>Game Studio | 355 | 3 |
| **ART 246**<br>3D Modeling and Animation 1 | | *3* | **ART 496**<br>Special Topics | 100, 101, 102, 103 | 3 | **ART 455**<br>Game Studio | 355 | 3 | **ART 493B**<br>Game Arts Senior Project | | 3 |
| **ART 255**<br>Fundamentals of Game Design and Development | | 3 | **ART Restricted Elective** | See catalog | 3 | **ART Restricted Elective** | See catalog | 3 | *Art History Elective*: 420W, 423W, 426W *[UD3, UWR]* | GE 1A, 1B, 1C, 2 | 3 |
| **ART 127 or 226**<br>History of Play and Games or Histories of Design | | 3 | **ENGL 260**<br>Videogame Storytelling | | 3 | **ART Restricted Elective** | See catalog | 3 | **GE UD5 + Sustainability**<br>(see catalog) | GE 1A, 1B, 1C, 2 | 3 |
| **ART 326**<br>Contemporary Visual Studies | | 3 | **ART 323**<br>Art & Media in Modernity *[Social Justice]* | | 3 | **ART 120**<br>Art of Asia & the Pacific World | | 3 | **ART 492**<br>Professional Practices | | 2 |
| **ART 440**<br>Forum | | 1 | | | | **GE UD4 + Diversity**<br>(see catalog) | GE 1A, 1B, 1C, 2 | 3 | **ART 440**<br>Forum | | 1 |
| Units anticipated in term | | 16 | Units anticipated in term | | 15 | Units anticipated in term | | 15 | Units anticipated in term | | 15 |
| *Confirm major & non-major requirements with your advisors.* | | | *Develop relationships with Art faculty; seek mentorship and/or career advice.* | | | *Apply for graduation the semester before you expect to graduate.* | | | *Prepare to graduate: build portfolio and/or apply for jobs/internships.* | | |

*Key* Studio/Design major courses  Art History major courses  1-credit BFA courses  University GE/breadth requirements (confirm any additional requirements with advisor)

This SAMPLE plan shows how to complete the program from junior standing to graduation in four semesters. **To complete the above coursework within this time requires having finished Art 100, 101, 102, 103, and ALL lower division GE/breadth courses prior to junior standing**, and enrolling in about 16 units per semester during junior and senior years. It is a rigorous pace that may not be right for everyone. If you have not completed the coursework as listed above, or if you have heavy commitments outside of school or prefer a slower pace of learning, talk to your advisor about a 6-semester plan instead (12-13 units/semester).

If a course is unavailable in the scheduled semester or you have already completed it, please adjust this plan by swapping it with another course. Be mindful of prerequisites.

If you need additional help, make an appointment with an Art & Design major advisor.