Degree: B.F.A.: Interaction & Game Design Concentration 26-27				
Requirement Area	**Course**	**Course Title**	**Prerequisites**	**Units**
First Semester (FALL)				
Recommended	CLAS 105	Navigating Your First Year in College		2
1A		English Composition		3
Area 2	MATH 118	recommended		3
LD Major Core	Art 104	4D Processes		3
LD Major Core	Art 102	2D Processes		3
Free Elective				1
			Total:	15
Second Semester (SPRING)				
1C		Oral Communication		3
3B		Humanities		3
Area 4/Code 1		Social Science		3
LD Major Core	Art 101	Introduction to Photography		3
LD Major Core	Art 103	3D Processes		3
			Total:	15
Third Semester (FALL)				
1B/Second Comp	PHIL 100	recommended		3
5A/5C		Physical Science/Laboratory Activity		4
Area 6		Ethnic Studies		3
LD Major Core	Art 100	Fundamentals of Drawing		3
Free Elective				2
			Total:	15
Fourth Semester (SPRING)				
5B		Biological Science		3
Code 2		US Code		3
Area 4		Social Science		3
LD Major Concentration	Art 152	Web Design I		3
LD Major Core/3A	Art 120	Art of Asia and the Pacific World		3
			Total:	15
Fifth Semester (FALL)				
UD-Area 5/Sustainability Overlay		Upper Division Science or Mathematical Concepts/Quantitative Reasoning AND Sustainability	Completion of GE Areas 1A, 1B, 1C and GE- 2 with grade C- (CR) or better	3
LD Major Concentration	Art 127	History of Play, Games, and Interactivity		3
UD Major Core	Art 326	Contemporary Visual Studies		3
LD Major Concentration	Art 241	4D Project Development & Pre-Production	Art 104	3
LD Major Concentration	Art 251	Interaction & Experience Design Foundations		3
			Total:	15
Sixth Semester (SPRING)				
UD Major Core/Social Justice Overlay	Art 323	Art & Media in Modernity		3
LD Major Concentration	Art 255	Game Design I		3
LD Major Concentration	Art 259	Interaction Design Studio I	Art 152, Art 251	3
UD Major Core	Art 496	Special Topics	All of: Art 100, Art 101, Art 102, and Art 103	3
UD Major Core	Art 440	Forum	Junior, Senior, or Post-Bac standing	1
Free Elective				2
			Total:	15
Seventh Semester (FALL)				
UD-Area 4/Diversity Overlay		Upper Division Social and Behavioral Sciences AND Diversity	Completion of GE Areas 1A, 1B, 1C and GE- 2 with grade C- (CR) or better	3
UD Major Concentration Elective	Art 242, 355, 357, 452, or 455			3
UD Major Concentration	Art 352	Web Design II: Screen Interactions	Art 152, Art 251	3
UD Major Concentration	Art 356	Interaction Design Studio II : Prototyping the Internet of Things	Art 152, Art 251, Art 259	3
UD-Area 3/UD Major Restricted Elective/UWR	Art 420W, Art 423W, or Art 426W	Advanced Art History Writing Intensive	Completion of GE Areas 1A, 1B, 1C and GE- 2 with grade C- (CR) or better	3
			Total:	15
Eighth Semester (SPRING)				
UD Major Concentration Elective	Art 242, 355, 357, 452, or 455			3
UD Major Concentration	Art 351	User Experience Theory and Design	Art 251	3
Capstone	Art 493B	Interaction and Game Design Senior Project	B.F.A. major and senior standing; and Art 351 or 352 or 355	3
UD Major Core	Art 440	Forum	Junior, Senior, or Post-Bac standing	1
UD Major Core	Art 492	Professional Practices	Senior standing	2
Free Elective				3
			Total:	15
Total Units:				120

CSUEB General Breadth and Graduation Requirement Checklist
Area 1 (9 units): English Communication
☐ 1A - Lower Division English Composition
☐ 1B - Lower Division Critical Thinking and Composition
☐ 1C - Lower Division Oral Communication
Area 2 (3 units) : Mathematical Concepts and Quantitative Reasoning
☐ Area 2 - Mathematical Concepts and Quantitative Reasoning
Area 3 (6 units): Arts & Humanities - Minimum of two different disciplines as designated by course prefix (e.g., ART, THEA, MUS)
☐ 3A - Arts and Humanities (Arts)
☐ 3B - Arts and Humanities (Humanities)
Area 4 (6 units) : Social and Behavioral Sciences - Minimum of two different disciplines as designated by course prefix (e.g., ANTH, ECON, POSC)
☐ Area 4 - Lower Division Social and Behavioral Sciences
☐ Area 4 - Lower Division Social and Behavioral Sciences
Area 5 (7 units): Physical and Biological Sciences
☐ 5A - Lower Division Physical and Biological Sciences (Physical)
☐ 5B - Lower Division Physical and Biological Sciences (Biological)
☐ 5C - Lower Division Physical and Biological Sciences (Laboratory) -- May be embedded in 5A or 5B course, as long as 7 units met for lower-division Subject Area 5.
Area 6 (3 units): Ethnic Studies
☐ Area 6 - Ethnic Studies
Second Composition : Second Composition (Required as part of 1B for 2025-26 or later catalog)
☐ Second Composition
University Writing Requirement (3-4 units)
☐ 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 1A, 1B, 1C, and Area 2 with a C- (CR)
☐UD- Area 3 - Upper Division Arts or Humanities
☐ UD- Area 4 - Upper Division Social and Behavioral Sciences
☐ UD- Area 5 - Upper Division Science or Mathematical Concepts/Quantitative Reasoning
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