

# WOODBURY UNIVERSITY

## 2018-2019 Academic Worksheet GAME ART & DESIGN Design Emphasis

GENERAL  
EDUCATION

Core Competencies

Breadth

Principles

Name \_\_\_\_\_

ID# \_\_\_\_\_

Matriculated \_\_\_\_\_

**Minimum Unit Requirement 125**

Major	67
General Education	49
Unrestricted Electives	9

**Pre-College Requirement**

MATH 049 Elementary Algebra 3 \_\_\_\_\_

**Preparatory Requirement**

WRIT 100 Bridge to Academic Writing 3 \_\_\_\_\_

MATH 149 Intermediate Algebra 3 \_\_\_\_\_

**1st YEAR**

**Fall**

			WU	TRANSFER
COMM 120	Public Speaking	3	_____	_____
FOUN 101	Beginning Drawing	3	_____	_____
GAME 101	Game Design Fundamentals	3	_____	_____
GAME 106	Game Code Fundamentals	3	_____	_____
WRIT 111	Academic Writing 1	3	_____	_____
ANIM 112	Portfolio Review Workshop	1	_____	_____

**Spring**

GDES 107	Digital Practice	3	_____	_____
GAME 105	3D Game Art Fundamentals	3	_____	_____
GAME 112	Game Design Documentation	3	_____	_____
GAME 114	Introduction to Game Engines	3	_____	_____
LSCI 105	Information Theory and Practice	1	_____	_____
WRIT 112	Academic Writing 2	3	_____	_____

**2nd YEAR**

**Fall**

			WU	TRANSFER
FOUN 102	Design and Composition	3	_____	_____
GAME 211	Game Level Design	3	_____	_____
GAME 221	Game Prototyping	3	_____	_____
GAME 224	History of Games: 20 <sup>th</sup> Century	3	_____	_____
INDS 1	Interdisciplinary Core Course	3	_____	_____
	Social Science Course	3	_____	_____

**Spring**

	Ethics Course	3	_____	_____
GAME 222	Game Player Analysis	3	_____	_____
GAME 240	Networked Game Development	3	_____	_____
GAME 250	Portfolio Review	0	_____	_____
FILM 200	Screenwriting	3	_____	_____
	Art/Film/Design History Course	3	_____	_____

**3rd YEAR**

**Fall**

			WU	TRANSFER
FILM 140	Sound	3	_____	_____
GAME 321	User Interface Design	3	_____	_____
GAME 323	Story Development for Interactive	3	_____	_____
	Natural Science Course with lab	3	_____	_____
MATH 2	Mathematics Course	3	_____	_____

**Spring**

ENVT 220	Environmental Studies	3	_____	_____
GAME 304	Sound Synthesis and Design	3	_____	_____
GAME 332	Experimental Technology for Games	3	_____	_____
INDS 3	Transdisciplinary Course	3	_____	_____
	Social Science Course	3	_____	_____
	Work Experience	0	_____	_____

**4th YEAR**

**Fall**

			WU	TRANSFER
GAME 431	Degree Project R & D	3	_____	_____
	Art/Film/Design History	3	_____	_____
	Humanities Course	3	_____	_____
	Unrestricted Elective	3	_____	_____
	Unrestricted Elective	3	_____	_____

**Spring**

GAME 432	Degree Project: Production	3	_____	_____
GAME 434	Professional Practices	3	_____	_____
3	General Education Elective	3	_____	_____
	Art/Film/Design History	3	_____	_____
	Unrestricted Elective	3	_____	_____