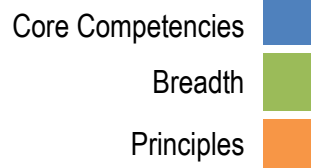


WOODBURY UNIVERSITY

2019-2020 Academic Worksheet GAME ART & DESIGN Design Emphasis

GENERAL
EDUCATION



Name _____

ID# _____ Matriculated _____

Minimum Unit Requirement	125
Major	67
General Education	49
Unrestricted Electives	9

Preparatory Requirements

WRIT 100 Bridge to Academic Writing	3	_____
MATH 100 Pre-Statistics	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 th 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	_____	_____
ENVT 220	Environmental Studies	3	_____	_____
MATH 2	Mathematics Course	3	_____	_____
Spring				
	Natural Science Course w lab	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	_____	_____